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**SNEAK PREVIEW OF SENSIBLE'S  
CANNON FODDER & WORLD OF SOCCER!**

# amiga

## FORCE

**ALL THE LATEST  
FULL-PRICE &  
BUDGET GAMES REVIEWED  
AND RATED!**

**WORLD EXCLUSIVE!**

**NEW CD  
AMIGA  
IS HERE!**



**BULLFROG'S BRUTAL BLAST**

## SYNDICATE

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**Impact**  
AMIGA ZINES



**£1.95 No.8**  
**AUGUST 1993**  
PUBLISHED BY THE F&M GROUP LTD. LONDON E1 6PH  
**CREATING SOX READING**

**Inside:** **NEW CD AMIGA ■ SYNDICATE ■ GUNSHIP 2000 ■ GOAL! ■**  
**DUNE II ■ ISHAR 2 ■ BODY BLOWS GUIDE ■ & MUCH, MUCH MORE!**







# amiga FORCE

■ ISSUE 8

AUGUST 1993

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### Impact Creating the reading

- **EDITOR** Phil King
- **CONCEPT & DESIGN** Mark Kesteven
- **FEATURES EDITOR** Ian Osborne
- **STAFF WRITERS** Chris Hayward, James Price, Miles Gundry
- **EDITORIAL ASSISTANT** Mike Jackson
- **SCREENSHOTS AND MAPS** Mike Jackson & Phil King
- **ADVERTISING MANAGER** Neil Gysin
- **ADVERTISING SALES** Nicholas Kambou, Peter Playbould
- **PROMOTION TEAM** Patrick Frey, Jacqui Morris, Mike Parkinson
- **PUBLISHER** Victor Mullerstein
- **GROUP PUBLISHING DIRECTOR** Roger Rose

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ABC

# READ ALL ABOUT IT!

## CD — COMMODORE DOMINATION!

The most exciting development in home entertainment is upon us. Everyone has said for some time that CD technology represents the future for the games industry, but previous CD consoles (including the C2-TV and Mega CD) have lacked the power to really impress. For a while, Philips CDD was the great hope, but its expense and lack of decent software put paid to that.

At under £300, Commodore's CDD2 will set the games world alight with its 32-bit technology and dual-speed CD drive. Not only that, but with its multimedia capabilities (it has a port for a Full Motion Video module) it will score in the video and audio markets too. Fairly soon, CD feature films will become available and audio CDs may even come complete with in-built pop videos! In time, this will undoubtedly lead to multimedia games with actual real-time film footage and audio. CDD2 is the only affordable machine able with such capabilities — and with its early release, Commodore have beaten the Japanese console companies to the line. With good marketing and software support, CDD2 is certain to be a rip-roaring success. For more information, see our feature — a world first — on page 14.

In AMIGA FORCE, we plan to cover the imminent CD software in full — in addition, of course, to our committed coverage of all Amiga games. Indeed, this month has seen a flood of great new releases, including the superbly syndicated and incredible Gunship 2000. Those worried about CDD2's impact on existing Amigas need not fret. Sure, in a couple of years time maybe all software will be on CD (the all-in-one attraction is obvious for the software companies), but the great news is that Commodore are set to provide attractive trade-in offers for existing Amiga owners. In fact, an offer already exists to upgrade to the A1200 — and there'll be a compatible CD drive for that machine.

The future of the Amiga has never looked rosier!

## DOMARK WIN DRIVING LICENCE

In a major deal with Fuji Network Television, game publishers Domark have scooped the rights to market a series of official Formula One games for the 1993-94 season. An excited Mark Stephan, Domark's MD, said, 'This is the most important title Domark have ever published. The game's a winner on all counts — the licence is unbeatable, the program is superb and we'll use all of our development and marketing expertise to ensure that *F1* is our biggest ever hit.'

Whether or not it lives up to expectations remains to be seen, it's hard to be a real fundraiser to beat (admittedly) the blood-price-published Formula One Grand Prix in the depth department or Ubi Soft's *Virgin* for speed, and neither of them had expensive licences tucked on. With other ratings like *Contender* and *Super Monaco GP* available on budget, Domark have their work cut out if *F1* is to stay out of the pits.

## BUGS BYTE BACK

Conquest's brilliant Bug joystick is to make a comeback following an exciting redesign. The new model will have chrome 'eyeballs', a choice of four different sticks and a variety of colours. A plastic base is also planned.

ChaseIt have also discontinued their horrendous 'character stick' range, which were basically lame joysticks tucked onto some very average archetypes.



## GAME FOR A VIRGIN?

Following Acclaim's withdrawal from the home-computer market, Virgin Games have bought the rights to several of their Amiga titles.

*Alien 3*, the fun (if inaccurate) film licence, will now be programmed by the Probe team. Although almost complete, the original code wasn't deemed good enough and will be completely rewritten for the Amiga release (funny how it poked up new releases in lesser media, isn't it?).

Probe are also working on *Mortal Kombat*, an extremely blood-festively beat-'em-up, and the *Op. Thunderbolt*-inspired *T2* — The Code Op. Arc Developments will handle *Start Me Up*. The World's second game in the Simpsons saga. Also on the cards is a conversion of the *Quack Duckman* 3D-in and an A1200 version of *Mortal Kombat*.

The completed but never released *Alien 3* Pun House will also be marketed under the Virgin banner. For the lowdown on this excellent game, see issue 2's game review.

## GOAL-DEN OPP

Virgin Games are organising a series of Goal challenges between 22 July and 21 August. Taking place at all of the 14 Virgin Game stores

around the country, the lucky winner gets an all-expense-paid trip for two to the FA Cup and Coca Cola Cup finals, and the chance to see England get



## OCEAN ON THE BALL (TWICE)

Despite losing the FA Premier League licence, Ocean are hard at work polishing their footy game formerly of the same name. Now called *Olympique De Marseille*, Ocean have already tweaked the code beyond recognition, making previous coverdubs almost completely redundant.



Ocean originally intended to market the game under a different title in each European country, but decided *Marseille* (current European champions) are sufficiently well known to sell the game outside France. Out for a September release, start looking out for the review around August.

Also in the cards is a pure management game, *Super League Manager*. We can't tell you much about this one at all, except it's due to hit the shelves in October.

## OPPORTUNITY

Finished by — sorry, play — Poland in September. There's also a boot-load (ouch!) of Activision goodies to be won.

You don't have to cough up for a copy of the game to enter, but if you do you get a free joystick. Contact Virgin on 081 960 2255 for further details.

## PSYGNOSIS PRICE CRASH

Psychonosis, recently bought up by Japanese giant Sony, are mounting a massive summer blitz on the Amiga market by reducing many of their older titles to a mere £14.99. The titles involved are (just deep breath): Agony, Amnesia, Armour Geddon, Shadow Of The Beast II, Billy's Fomale Game, Assassins, Barbarian II, Lander, Celsius, Onk, Cyclon, On Air, More Lemmings, Shadow Of The Beast II, Air Support, Amnesia, and finally Killing Game Show. The cut-price games hit the shelves in groups of four, the last batch to be released on 21 June.

## MANGA MAYHEM

ICE Ltd have snatched the licence for Japanese Manga video hero Akira. An incredibly popular cult figure, Akira (the video) has shipped 20 million copies worldwide, and 20% of goods sold at Forbidden Planet (London's premier comic shop) are Akira-based.

But what about the game? Clear to ICE spokesman Stuart Bell... 'It's a Flashback-type product with beat-'em-up elements,' he said. 'The cartoony graphics are identical to the video. This is definitely not a lame licence game, it's really play!'

The Manga series of ideas are famous for their quality and violence — most are 115 rated, some even 18), and they're soon to be launched over here. Previous attempts at cartoony games haven't really come off (Gargu's Car, Space Ace, etc) but this one looks set to break the mould. Look out for mega-previews of this and other forthcoming ICE games in the near future.

## NEWS

## THE BIG BREAKFAST



## TELEPHONE TIPS

Don't be Boffin, everyone's favourite TV games reviewer is back with four more classic offerings to tip. Being a democratic sort of dweeb, he likes to ask AMIGA FORCE readers which they prefer before putting finger to keyboard, so pick your fave and phone the relevant number. Calls cost a maximum of 10p, which is cheaper than a stamp!

## GOODBYE, DMU

Digital Marketing International have ceased trading, but their forthcoming releases live on through new distributors Komput! UK. Moody's Wonders now published by Vision Software, and Apparat Softies, from Italian publishers Dynabyte. Donk, the first commercial release of PD2 registers The Hidden, is still in the hands of DMi's successors. Moody's Wonders Apparat Softies, are should be the shelves around now.



## A1200-OWNERS JOIN THE CUE...

Those who bought Commodore's 32-bit wonder will soon be able to play the formerly incompatible Jeremy White's Shooter and Archer MacLean's Pool.

The older versions ran at 25 Hz most of the time, explained Archer, but the tweaked versions do so all the time, making them much smoother and A1200 compatible.

The new versions of the games go on sale in July. Virgin hope to offer an upgrade service for those who already have the game — more news as it's made.

## COMMODORE IN PC PULL-OUT

Commodore are pulling out of the hideously overpriced PC market in order to concentrate on the Amiga. They intend to push and develop their 32-bit range and looking towards 64-bit technology: the next obvious step, though currently too expensive for the home market. The good old 16-bit Amigas won't be neglected, however — contrary to speculation, there are no plans to stop manufacturing the machines in the foreseeable future.

Rumours about an A5000 machine based on the 68060 chip are also untrue — this was a lame April Fool trick circulated on American bulletin boards.

## GUNSHIP 2000 MicroProse 0839 007 898



## WORLDS OF LEGEND Mindscape 0839 007 895



## WAR IN THE GULF Empire 0839 007 896



## DUNE II Virgin 0839 007 897



# TOP 100 CHARTS



Having surged to the top last month, *Desert Strike* is knocked out of the sky by the incredible *Flashback*, which flashes straight in at Number 1. It's a hard game, though, so check out the terrific tips in this month's **AMIGA FORCE**, and future issues.

1

## FLASHBACK

■ US Gold ■ £59.99



## CHAMPIONSHIP MANAGER '93

■ Demarc ■ £35.99

2



## DESERT STRIKE

■ Electronic Arts ■ £39.99

3



## WORLD CLASS CRICKET

■ Audiogame ■ £29.99

4



5

## A-TRAIN

■ Gower ■ £29.99

A-TRAIN



6. <i>Manic Street Preachers</i>	Team 17	12.99
7. <i>Search For The Sky</i>	Virgin	39.99
8. <i>Demarc Soccer 93/94</i>	Penangate/Mindscape	25.00
9. <i>Power Manager</i>	Quanta Graphics	25.00
10. <i>Body Mass</i>	Team 17	39.99
11. <i>First Division Manager</i>	Codemasters	1.00
12. <i>Prolet</i>	Kix	13.00
13. <i>The Chess Engine</i>	Penangate/Mindscape	25.00
14. <i>First Pursuit</i>	4th Squad	1.00
15. <i>First Pursuit 2</i>	Kix	14.99
16. <i>Lawrence 2</i>	Pygmyon	20.00
17. <i>Superhit</i>	Team 17	20.00
18. <i>WW2</i>	4th Squad	1.00
19. <i>First Pursuit 3</i>	Adrian 15	20.00
20. <i>Populous 2: The New Lands</i>	4th Squad	12.00
21. <i>Street Fighter 2</i>	US Gold	27.00
22. <i>Wing Commander</i>	Origin/Mindscape	34.00
23. <i>311 Flying Fortress</i>	Mindscape	24.99
24. <i>James Bond</i>	Virgin	1.00
25. <i>Doom: Prince Of Darkness</i>	Codemasters	7.00
26. <i>4000 Miles To Go</i>	4th Squad	12.00
27. <i>Final Fight</i>	Kix	8.99
28. <i>Latin Rites Challenge</i>	Virgin	29.99
29. <i>War in the Gulf</i>	Virgin	29.99
30. <i>Manic Mountain</i>	Kix	12.00
31. <i>Ham Quest</i>	Adrian 15	8.99
32. <i>Body Mass Graphic Action</i>	4th Squad	12.99
33. <i>May 28th 1945</i>	4th Squad	8.99
34. <i>SWP Thunderbolt</i>	4th Squad	8.99
35. <i>Spellbound Shogun</i>	Codemasters	29.99
36. <i>Scramble</i>	US Gold	8.99
37. <i>Secret Gun Up Gun 82</i>	Adrian 15	8.99
38. <i>Prison of Fear</i>	4th Squad	7.99
39. <i>Monkey Island 2</i>	US Gold	57.99
40. <i>Terminator 2</i>	4th Squad	7.99
41. <i>Interceptor</i>	Comet/Peter-Cohen	29.99
42. <i>Formula 1 Grand Prix</i>	Mindscape	34.99
43. <i>4th Tank Platoon</i>	Kix	14.99
44. <i>Top Gun 2</i>	4th Squad	7.99
45. <i>Interceptor</i>	4th Squad	13.99
46. <i>Jack Jones - Fate of Atlantis</i>	US Gold	57.00
47. <i>Call of Duty</i>	Mindscape	34.99
48. <i>Operation Stealth</i>	Kix	14.99
49. <i>Fallen Knight</i>	Kix	13.99
50. <i>Secret Forces Challenge</i>	Adrian 15	8.99
51. <i>Pat Turner Tour</i>	4th Squad	7.00
52. <i>Pistat Tour 2</i>	Electronic Arts	29.99
53. <i>Taylor Soccer Challenge</i>	Kix	29.99
54. <i>Patricia Rich Boring</i>	Kix	9.99
55. <i>Madeline Adventure-Quest</i>	Electronic Arts	29.99
56. <i>KOB</i>	Virgin	39.99
57. <i>History Line 1844-1914</i>	Blue Byte	34.99
58. <i>Barrow Islands</i>	4th Squad	7.99
59. <i>Body</i>	Kix	9.99
60. <i>Jack Harkness Golf</i>	4th Squad	7.00
61. <i>The Greatest</i>	Stella Jolly	39.99
62. <i>Superhit 2</i>	Virgin	9.99
63. <i>St. Patrick's Championship Golf</i>	Competition	25.00
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65. <i>WWII Hammer Assault</i>	Comet	24.99
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67. <i>Culture Games 2</i>	Kix	9.99
68. <i>Swat</i>	Quanta Graphics	25.00
69. <i>Pothead</i>	Kix	9.99
70. <i>Legend</i>	Mindscape Classics	14.99
71. <i>Robin Hood Legend Quest</i>	Codemasters	7.99
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73. <i>Campaign</i>	Virgin	34.99
74. <i>Barbarians 1942</i>	Kix	14.99
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78. <i>Flap And Ice</i>	Penangate/Mindscape	29.99
79. <i>Midwinter</i>	Kix	12.99
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82. <i>Kingdoms (R)</i>	Mindscape Classics	14.99
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84. <i>Treasure Island Dicks</i>	Codemasters	4.99
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92. <i>International Truck Racing</i>	Virgin	1.00
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95. <i>Pang</i>	4th Squad	7.99
96. <i>Badboy</i>	4th Squad	12.00
97. <i>The Immortal</i>	Cine Design	39.99
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100. <i>No More Lemmings</i>	Pygmyon	29.99
100. <i>Handcuffed Places 2</i>	Kix	29.99

Eagle  
Software

**Keywords:** child sexual abuse; disclosure; social support

[illegible]

**Abstract**

100



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# SYNDICAT

**Electronic Arts,  
\$29.99**

If you think the future looks rosy, think again. In Syndicate's nightmare vision of times to come, people have become slaves to the virtual-reality-enslaving CHiPs, and the Crime Syndicates that produce them. These huge organizations now control the globe, fighting for territories using gun-toting cyborgs.

As an executive of the small European Syndicate you're in charge of a team of cyborg agents, watching and controlling them from your airship high above the city streets — a nice explanation of the isometric 3-D graphics.

There are over 50 missions to choose from, selected by choosing a territory on a world map. At first you only have one choice, but this expands as you gain territories. Missions range from simple, saving out enemy agents, to trickier assignments and even espionage. A briefing tells you the bare bones of your task, but extra info can be too great — as can enhancements to the city map shown.

Before attempting a mission, you choose how many agents to send in (up to four), arm them up with a variety of weapons, and improve them with mechanical body parts. For later missions you'll need advanced weaponry and equipment, which only becomes available after accomplishing more missions.

Cash is earned by selling the fee rate for each conquered territory — if it's too high you're in for a rougher time than Norman Lamont, as the people revolt!

## Total control

Once into the mission, your team of agents is controlled using the mouse. Move any agent by clicking on him/her and then on the destination. Moving the whole team together is achieved by clicking between the agents' four status boxes. Below these, the selected agent's inventory is shown, enabling you to click on a weapon for him to brandish — on most levels it's best to move around unarmed to avoid being attacked by police. Spot an enemy agent (a red dot on the scanner map) and, if in range, you can target the cursor on him and press the right button to open fire.

Agents' accuracy and effectiveness can be temporarily improved by injecting them with drugs. This is achieved by dragging

the three bars in the status boxes, representing Intelligence, Perception and Adrenaline (PA). Overuse leads to dependency, requiring ever-increasing doses to produce the same effects. Nevertheless, it's a good idea to crank up the drugs during combat (easily achieved by pressing both buttons together), sending the agents into a fighting frenzy, automatically gunning down attackers.

If your guys get hit, they lose some energy (depending on the weapon). It's a good idea to mend any serious damage with Medikit — treating an agent is a serious matter as you only have a pool of eight, once they're all dead it's game over.

## Massacre appeal

The violence in Syndicate could easily earn it an '18' certificate in the cinema. The shootouts are straight out of a gangster film, with agents getting blown down in a hail of bullets. You can even get into cars and murder targets as you drive past! Or better still, why not run them over at zebra crossings?

The flamethrower is a sick art, turning its victims into balls of flame, screaming as they run around in a dying frenzy. Then there's the impressive heavy weapons like the lasers and rocket launchers which can easily destroy whole buildings.

Taking of buildings, agents can often be hidden behind them.

An option of different viewing angles would have solved this, but I reckon it'd be an unnecessary complication. More surprising is that you don't get an internal view when your cyborgs enter buildings — instead you have to use the

scanner map to guide them, and often have to click several times before they go to the right place.

This is a minor irritation, though, in a magnificently engaging game. It's a cracking 3-D shoot-'em-up and more. The tactical aspect of researching extra equipment and arming up your agents for the job in hand is enjoyable in itself. Maybe the future isn't so bad after all!



**TIP TIME!** Don't stand too close to cars during gun battles — if one explodes, your agents may catch fire and that wouldn't do, would it?

Is it me, or am Bullfrog going backwards? They started with Populous, which gave you control of a world. Then there was Powermonger, which put you in charge of a country. Now, their latest game is confined to mere cities! Nevertheless, Syndicate is a marvel of software engineering. The sheer atmosphere of the game is amazing, from the slick presentation to the fantastic is-game graphics. Also, the plot is noteworthy, mainly for the unusual fact that it's not total crap.

There's a fair few superlatives that you can use to describe Syndicate — and rightly so. Undoubtedly Bullfrog's finest moment yet, I can even say that I'm looking forward to a sequel! ■



**Brain:** Speeds up correct decision-making under pressure.



**Arms:** Permits an agent to carry more equipment without slowing down.



■ (Above) A researched intro sets the scene perfectly. (Below) Select the next territory to conquer on the map.





# amiga force

## RAYE REVIEW

### Persuadertron

Brainwashing device enabling you to capture people and make them follow you.



### Flame Thrower

A great close-range weapon, especially when being ambushed by several agents.



## EQUIPMENT

### Access Card

Plastic card that opens some security doors to restricted areas.



### Time Bomb

High-powered explosive that explodes after a set time.



### Long Range Rifle

Useful for picking off targets from miles away.



### Auto Mapper

Enables you to zoom in and out of the scanner.



### Energy Shield

It's protective beam withstands all projectile weapons.



### Laser Gun

Extremely powerful with a very long range.



### MedKit

Restores an agent's health.



■ Civilians often get caught in the crossfire.

■ Shotguns: More damaging than the pistol, but shots can't be fired in rapid succession.



■ Uzi: Produces a stream of bullets to splatter nearby enemies.



■ Scanner: Gives an aerial view of the Mission Zone. Also gives off a radar signal which leads you to the target.



■ Gauss Gun: This portable launcher has a supply of three rockets, producing a trail of smoke and a massive explosion.



### DEVELOPERS: BULLFROG

■ DRS: 4

■ PLAYERS: 1

■ GENRE: SHOOT-EM-UP

■ 100% COMPATIBLE: YES

■ HD INSTALLABLE: YES



■ Violent shoot-'em-up action with a tactical slant — a superb game.

**94%**

# 100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Ring 071 700 3100 and tell London something it needs to know

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Order an empty cup and leave it outside your house for a week

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Every day at the same time stop and think about something wonderful

Go and see Ryan Giggs

Get your nipple pierced

Read a page from a book by Charles Dickens

Play football in the street

Give £200 to a down and out

Put your change into a battle for a year and give it to charity

Make a statement

Visit Forest Ormond Street Hospital

Learn something new every day

Throw away your watch

Cough

Take a picture of your back

Take a friend to the zoo

Go for a day without speaking

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Sayer's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

**TUNE TO 100FM,  
CLOSE YOUR EYES,  
STICK A PIN IN THIS  
PAGE AND DO IT.**

Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzy B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toenails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Spend an afternoon speculating on how to make a million

Write a fairy-tale

Crown to your partner under a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Humourise a Woady Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Radigan's next show, in the park

Only boil as much water as you need

Forgive someone

Do one thing to make the world a better place to live

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about food with a friend

Work at someone's job

Buy the next record you hear on KISS

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Take into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only boil as much water as you need

Learn a new word every day

Kiss 100FM

# 32-BIT CD AMIGA IS HERE!

**Forget the rumours, forget the mocked-up 'artist's Impression' photos. AMIGA FORCE is the first magazine in the entire world to bring you the facts about Commodore's new Amiga CD32 console...**

**F**or some months, industry rumours have abounded over the possibility of a new Amiga CD console. Despite much speculation, Commodore refused to confirm the machine's existence... until now!

On July 15, Commodore launch the Amiga CD32, the world's first mass-market 32-bit games console and the only stand-alone CD console. As such the incredibly low price tag of £299.99 (including two bundled games) looks set to blow its CD rivals out of the water. For instance, the (16-bit) Mega CD retails at £299.99 and — as well as being utterly inferior technically — requires a Mega Drive to work.

David Pleasance, Commodore's general manager (sales and marketing) comments, 'The Amiga CD32 simply wipes out the opposition. It's considerably more powerful, has better software support and, best of all, costs less.'

'With this machine Commodore has once again proved itself to be the true pioneer of the games business.'

## Dual-speed drive

Approximately A4-sized, the CD32 incorporates a top-loading CD drive capable of operating at two speeds: 1500/sec (like the Sega) or 3000/sec — essential for quick accessing of animations and motion video. Indeed the unit is already geared for Full Motion Video (to play feature films, pop videos etc), with a port for an add-on FMV module which will appear shortly.

The machine's internal 'engine' is based on the AGA chipset used by the powerful A1200, including a Motorola 68020 CPU, 2MB of RAM and all the custom chips. As well as high speed, this means it's also capable of displaying 256,000 colours on screen from a palette of 16.8 million. In fact, with the Workbench 3.1 operating system installed in its ROM, the unit can even be expanded into a fully functioning computer with the addition of a keyboard. The good news for existing A1200 owners is that a CD add-on device will be made available to effectively turn their machine into a CD32.

## Games galore

However, technical excellence of the hardware is no guarantee for success. An essential ingredient is software support, and this is where Commodore have really excelled. Virtually all the major publishers are supporting the new format, including the likes of Ocean,

Peycoats, Virgin, Team 17 and Mindscape. There should be 16-18 titles already available at launch, only two of which are enhanced versions of previous Amiga games.

Even better news is that the average price of a CD game will be just £29.99 (compared to £40 for Mega CD titles), and there will even be some £19.99 titles. Part of this revenue will go as a royalty to Commodore via a software licensing arrangement. Anyone wishing to produce CD32 titles must pay to use a special patented piece of code, without which the CD won't work on the machine. David Pleasance explains, 'The reasons for this are twofold. By providing a platform for the publishing houses, we overcome on the format all but commercial piracy. The other reason is that we need the money!'

However Pleasance insists Commodore will not control the production and price of software, like Sega and Nintendo. 'We have no wish to do that. We believe that the software publishers need the freedom to determine their own destiny. We have no desire to control or manipulate their activities; they can develop what they like, when they like.'

This, along with the obvious attraction of very little piracy, ensures the CD32 should get the software support it needs. And if there's any justice in the world, this ground-breaking machine will be a massive success.

## AMIGA VS MEGA

	AMIGA CD32	SEGA MEGA CD
CPU:	68020	68000
Power:	32-bit	16-bit
Speed:	14MHz	12.5MHz
Internal RAM:	2Mb	128K
Colour palette:	16.8 million	512
Max colours on-screen:	256,000	64
Full Motion Video capability?	Yes	No
Dual-speed CD drive?	Yes	No

■ Let's face it, the CD32 trashes the Mega CD in every department. One of the main advantages is the massive graphical superiority. Not only is the CD32 capable of producing many more colours, but the Mega CD's primitive character display makes for much blockier images. Another major drawback of the Mega CD is its single-speed CD drive — the CD32's enables much quicker accessing of quality animation and video sequences. Incredibly, the CD32 even wins on cost, as the Mega CD must be used with a Mega Drive. Also, the software is on average a better chaper.

The Philips CD-i is the only other real contender. Although this has FMV capability, it's still technically outclassed by the CD32 and has little software support — especially games.

## STUNNING SOFTWARE

The major software publishers are united in their support for the CD32. Ocean's David Ward enthuses, 'The global interactive industry is convinced that CD represents the future storage media for



# AMIGA

FEATURE



## SOFTWARE



games. Commodore has developed the first low-price CD-video games machine and has stolen a lead over the competition. The Amiga CD32 provides a brilliant platform for software publishers, offering the cutting edge in graphics, sound and data storage. This new

product is destined to be a surefire winner.'

Among the titles available at launch is Ocean's big movie licence, *Jurassic Park*, with the prospect of cinematic sequences of those incredible dinosaurs — start drooling now!

Other games available include the eagerly awaited *Zoo Tycoon* from Grennle, Millennium's *Cliggins* and James Bond 007. Thalion's *Ambermoon*, and a special version of *Penegade's* *The Chaos Engine*. As yet unreleased CD32 titles are also being developed by Mindscape, Grennle, Team 17, Phynoxia, Flair, Galindstein, ICE and 31st Century Entertainment.



## CD FUTURE

Everyone seems to agree that CD-ROM (compact disc read-only memory) represents the future of computer entertainment. High accessing speed and huge data capacity (up to 800Mb) make it the perfect computer storage medium.

Commodore's first attempt at a CD-ROM machine was the CD-Ti, comprising a CD drive, Amiga and monitor. However, a high price point of 1900 put off all but the most serious technophiles. Although the price eventually dropped, and a CD-ROM add-on drive was launched for the Amiga, by then the much-needed software support had been reduced to a trickle. Because of the low number of CD-Ti's sold, software publishers weren't keen on spending the vast amounts of resources and time required to produce CD software — the classic 'chicken and egg' situation.

This time it will be different. Not only is the CD32 vastly superior technically, it has the necessary software support and its sub-1000 price tag makes it affordable for gamers. In addition, its Full Motion Video expandability makes it a fully-fledged multimedia machine, capable of integrating games, films and music.



## THE WACKY

Sensible  
SOFTWARE

**After a humiliating away defeat in the AMIGA FORCE Soccer challenge, the Sensible Software lads are eager for revenge — and this time it'll be war. Thus PHIL 'FOOTY' KING is summoned to their home turf to play Cannon Fodder!**

**T**he small Cambridge-based team of March seems an unlikely base from which to plan world domination, but this is just what Sensible Software are set to do in the next few months. Already their masterpiece, *Sensible Soccer*, has nearly every Amiga owner addicted (as proven by its record-breaking run in the

Amiga Top 10), and they're now busily converting it to the 16-bit consoles. With such daunting body opposition on these machines, it will surely achieve phenomenal sales worldwide and captivate players from Tokyo to Timbuctoo.

In the circumstances it would be easy to succumb to megalomania, but the Sensible team have their feet firmly on the ground — and their famous series of humor-infused. This is all too evident in their latest Amiga project, a tongue-in-cheek shoot-'em-up for Virgin, entitled *Cannon Fodder*.

"War has never been so much fun!" according to Sensible's co-founder, Jon Hare. And this military blaster has plenty of violent action mixed with stringently cutting graphics. It's an odd combination that produces a light-hearted atmosphere — aided by the inclusion of such touch features as 'booby-trapped' weapons!

#### Man and mouse

On each overhead-view level, you move a group of soldiers around the multidirectionally scrolling landscape via a Syntron-style mouse control system (although Sensible have never seen EA's masterpiece). Left-clicking on the screen sets a destination to which the soldiers walk (you can set a series of such points to negotiate hazards), while right-clicking sends a hail of bullets flying towards the cursor target, sending equally cute enemies to their bloody doom.

So far so simple, but there's a lot more to *Cannon Fodder* than first appears. Only six of the total 34 missions have yet been

programmed, but the great playability is already evident. Each mission comprises up to its separate phases, with multiple objectives such as blowing up tube with grenades or rocket launchers, destroying enemy factories, rescuing hostages, and capturing enemy leaders.

These bring into play the option of splitting your platoon into up to three smaller groups which can be moved independently. For example, one could guard hostages while another goes ahead to pick off enemies.

Besides, if grouped together your platoon could be wiped out instantly by an enemy grenade or rocket.

Bodies aren't the only problem: each of five terrains (jungle, desert, ice, mountains and swamps) and holds different hazards. While patrolling your platoon through the jungle, I notice some brown patches on the ground. "Try walking one man over one," gins Jon mischievously. "so I do, only to witness the sad spectacle of my poor man plunging to his grave — That's disgusting! by the way!" beams Jon. "In the finished game you'll have to watch out for

top mines and mines too.

#### Chilling accuracy

Adding greatly to the atmosphere are some impressive sound effects for each terrain. The chilling wind sound on the ice levels is enough to make you reach for your woolly hat and scarf — when I imagine where they got such a



## SENSIBLE SOFTOGRAPHY

Original Sensible members Jon Hare and Chris Yates first teamed up on the pinging fied, *Soccer The Soccer* on the C64, back in 1985. This was followed by work on several games for Electronic Arts and System 5, including the infamous *Twister Mother Of Harlots*.

However, Sensible Software officially only started in 1988.

The first product was the C64 *Gokulim* port, *Gokulim* ports. This juicy budget release was followed by the much superior *Parallax*, an extremely playable shoot-'em-up with superb graphics. Their next game was even better: *Wishful* took nine months to develop and became an all-time C64 classic due to its highly original design and

competitive gameplay. It was later converted to the Amiga.

Next came *Shoot 'Em Up Construction Kit*, enabling amateur games designers to turn their dreams into reality, and later converted to the Amiga. After this another offbeat budget game, *Oh Nef*, was their only release of 1988.

In 1989, Sensible kicked off with the

seasonal *MicroProse Soccer* — still the best C64 body game (the disappointing 16-bit conversion wasn't done by Sensible). Their final C64 releases were the *Defender* clone, *Insects in Space*, and the excellent *International 3D Tennis* (both later converted to the Amiga). From this point on, Sensible became 16-bit only, gradually acquiring the talents of programmers Jocko, Chris Chapman, Dave Korn and Sico.

# WORLD OF



■ **Rockin' all over the world!** Sensible's Chris Yates and Jon Hare in their early days (before they were rich).

## SENSIBLE WORLD OF SOCCER

**T**he bad news is that Sensible's other commitments have left little time to start developing the eagerly awaited Soccer sequel, which will be released sometime next spring. The good news is that it'll combine subtly improved arcade action with a complete management game, as Sensible's Jon Hare reveals. "You'll be able to play it in three ways: just playing the matches as normal, managing the team (telling the computer [play for you], or playing and managing."

The planned scale of the game is incredible. There'll be about 1,500 international clubs with over 75,000 players available," says Jon. "If you do well at club management you'll be invited to take over a national squad like England, or second thoughts maybe that should be it if you do badly!"

The arcade section will be broadly based on the Mega

Drive version of Soccer, which I've had the privilege of playing. The most obvious of many subtle improvements is the way the ball sticks to your players' feet a lot more, making dribbling easier. And your star players (indicated by stars above their heads) have feet like glue.

If you think this should make things too easy, you couldn't be more wrong — the computer teams have been made much tougher, hardly giving you any time on the ball. And you have to be a lot more careful with your own kicking, you can now be instantly sent off for a foul anywhere on the pitch, including when you give away a penalty! Other improvements include substitutes running faster than the other players, and an arrow indicating which player it's best to replace.

It all adds up to much

more competitive matches. Even I (World Champion, ghost) only managed a narrow victory against the computer — after extra time, and with a lot of luck!



realistic sound from, Jon puts his lips together... "Phooooo!"

Such realism extends to the planned civilian inhabitants of the landscapes, including cannibals, cowboys who spin their guns, fishing Eskimos, angry farmers with shotguns (and those sheep!), and even bottle-throwing mafia strikers.

Jon is particularly enthusiastic about the planned vehicles — of which I'm shown an impressive rapam-dropping helicopter. There'll be jets, tanks, skates, flying saucers, even Sensible CIs and some Bond-style vehicles for the final underground levels. And you'll be able to get in and control all those.

We're also planning to include some special stages like helicopter dogfights, and phases where one of your soldiers becomes a "superman" and takes on a hundred enemies —

and vice versa. The final mission will be against the timer, where you'll have to blow up the enemy HQ."

So far 20 of the total 72 phases have been completed, but Cannon Fodder already looks to be a surprise success when it's released in November.

(Right) Before each mission, 15 new recruits will queue up on this screen to be your "cannon fodder". All 360 available soldiers are named, and the ones with most enemy kills go into the hall of fame — "But they can only become heroes when they die!" says Jon.



The first Amiga game was the Populous-beating puzzle game, *Mega-to-Mania*, followed by the Rich Off 2-busting *Sensible Soccer*. Next came Clavian's *Wicket*, a playable puzzle game about vegetables! Then, the improved *Sensible Soccer* (2093 made a great game even better).

With games like *Cannon Fodder* and *World Of Soccer* in the pipeline, the Sensible success story looks set to run and run.



COMPETITION

# SCORE WITH GOAL!

**£750**  
**WORTH OF**  
**FOOTBALLS**  
**MUST BE**  
**WON!**

**SAINT:** Well Jim, this new Goal-game looks like a winner to me. I particularly like the different viewing angles.

**GREASYBE:** Yeah Saint, it's a fairly old game.

**SAINT:** And the things you can do with the ball, you can really score some world-class goals. Programmer Dino Din certainly knows his football.

**GREASYBE:** Yeah, the boy's done well.

**SAINT:** But it's so addictive, parents up-and-down the country might be worried about their own sons spending too much time sat in front of the computer.

Without adequate exercise they could become lacy and bloated, rather like a rejected striker.

**GREASYBE:** Stick at a point?

**SAINT:** Too right, Jim.

**GREASYBE:** Well Saint, I think we've got the cure then.

Those lovely kids and lasses at Virgin have donated 50 special Goal! footballs, so the kids can practise their skills in the back yard. 'Tis, on me head, Saint... (Compliment)

**SAINT:** Whoops, sorry about that, Jim. But how can they win one of these balls?

**GREASYBE:** Well... it's very easy, Saint. All they have to do is design a football strip by drawing on the blank kit on the special coupon below. Stripes and hoops are a bit boring, though—what we need is something really eye-catching, something to decide the opposing goals as you head for goal. The 50 most imaginative ones will win the balls and be over the moon!

**SAINT:** Wise words, Jim.



**amiga**  
**FORCE**

**GOAL! DESIGN**  
**A KIT COMP!**

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ADDRESS.....

POSTCODE.....

Send your kit design to **IT'S A GOAL! COMP, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JX.** Entries must reach our goal no later than 14 September.

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4P ■ AUGUST 1993 ■ ISSUE EIGHT ■



## ■ Mindscape, £25.99

**P** Perhaps Mindscape have shot themselves in the foot with this release. Worlds Of Legend fits the criteria of a wallet-busting £25.99 just after its almost-identical predecessor (Legend) re-emerged as a budget offering. Although Worlds takes up a few of minor flaws, it's hardly going to sell by the tonne-load when there's a near-clone on offer for ten quid cheaper. Ho-hum!

None of the original will find Worlds Of Legend terribly familiar. Some isometric 3-D perspective, some four characters, some mini-N-witch spell system — the graphics are a little more colorful, but this is a minor detail. Those who've already played the big 'L' (or read my review in issue 8) can skip the next two paragraphs, but for everyone else...

### Change of character

Like most TPOs the Legend games are isometric-and-isotropy offerings. You start with four ready-made characters but can customise them to a limited extent. Each has his own special ability, the most interesting of which is the Runemaster's spellcasting.

■ The isometric 3-D graphics are just as attractive as those in the original Legend, and gameplay's very similar too.

■ Looking virtually identical to Legend, the sequel has much the same assets and flaws. The isometric graphics are all very attractive but, again, the scenery is largely uninteresting — usually just trees, shrubs and doors to open. And as with many recent RPGs, the combat system is a letdown: you really just have to watch the characters get on with it and hope for the best. Personally I prefer the more strategic engagements in Hero Quest. ■

#### BERSERKER:

Special ability — Berserker Rage  
A rough, tough Chippendale look-alike who'll pull your arms off as soon as he looks at you.



#### TROUBADOUR:

Special Ability — Bardish Melody  
Legend's answer to George Formby, his songs have weird and wonderful effects on the party.



#### ASSASSIN:

Special Ability — Hide In Shadows  
Never turn your back on this guy, especially in the shadows.



#### RUNEMASTER:

Special Ability — Magic  
The most fascinating character of all — he bows you away with some of the nastiest spells ever seen.



Instead of pre-designed spells, you have a collection of runes that are mixed (along with the necessary ingredients) to make a spell to your own specifications. For example, mixing a mind-damage spell creates a lot of energy with which you can zap your foe. Mind-damage damage is the same but twice as strong, but can damage/messle by mistake and it explodes on your fingertips and flies away to no real effect. When you're good, you can mix more complex enhancements.

So how does Worlds Of Legend differ from its predecessor? Well, hardly at all really. The Runemaster starts the game with a few ready-mixed spells, and the learning curve's a lot flatter, but the real-time combat's just as annoying if you haven't got either game, get the new, cheaper original, if you've completed Legend and are eager for more, give this a try, it's a great game in itself, though it should really have been released as a data disk.



**TIP TIME!** Don't be afraid to use up spells, especially when attacked by multiple monsters.



The learning curve's a lot friendlier

■ (Below) Betting against Shin Fast indeed!



- DEVELOPERS: TAG & PETE JAMES
- DISKS: 2
- PLAYERS: 1
- GENRE: RPG
- AT386 COMPATIBLE: YES
- HD INSTALLABLE: YES



■ A great game, but too close to its budget predecessor to justify the price-tag.

70%

■ AUGUST 1993 ■ AT

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# GUNSHIP



Apache



Blackhawk



Comanche Gunship



Comanche Scout



Defender



Kiowa



Longbow Apache



Super Cobra



Planes, trains and automobiles... you get to trash 'em all in **Gunship 2000** (and more besides)...

**MicroProse, £34.99**

**Y**ou've read the preview. You've played the pre-Christmas demo from our rivals' cover disks (ignore me, I'm a geek). You've heard the screams girls with PCs say it could never work on the Amiga (they've certainly got again-enthusiast egg on their faces now). It's been a long time coming, but wait it worth the wait? You bet — *Gunship 2000* is the best flight sim ever, and arguably one of the best Amiga games of all time.

A much-enhanced sequel to MicroProse's aging classic *Gunship*, *Gunship 2000* is a near-future helicopter simulation based on hardware expected by the turn of the century. Unlike most flight sims, it generates its own missions, so there's a near-infinite number available. You could find yourself on a reconnaissance flight, a seek-and-destroy outing,



## CHOPPER SQUAD

Get off the enemy's feet supply by blasting his oil rigs — Red Adept couldn't fit this one!



Being a bottle-wussy veteran of the original *Gunship*, this is one game I'd looked forward to with considerable anticipation. Despite the PC version having been around for some months it gives me great pleasure to say the Amiga conversion has been worth every second of waiting. It combines the presentation excellence of *BT7* with a game to outlive any flight sim the seas, ever. Graphics are superbly detailed, yet shift at an astonishing rate — even sampled-in-game speech hardly covers the action.

And time it from me — action's never so close. The thing about simulating a helicopter is that you don't need to worry about getting lined up with the runway, etc. Just take off, get stuck into some rip-roaring violence and come back, no messin'. The only lull (apart from some lengthy post-flight debriefing) is that it's come out three months after my birthday, so I'm going to have to buy it myself. Life's tough sometimes. **A**

am  
PC  
fan



# RICH PICKINGS

## THE ANCIENT ART OF WAR IN THE SKIES

■ Microprose, £34.99

The first page of the manual describes *The Ancient Art of War: The First World War I Strategy & Action Game*. Should a simulation of a war costing millions of lives be depicted in this way? All the more surprising is the word which 'fun' replaced: 'ultimate' has been crossed out. Surely, if anyone could create the ultimate World War I aviation game, it'd be Microprose?

After being greeted by the usual plethora of options, I was optimistic. Not only does the game offer several military campaigns, but you even have the opportunity to create your own with the campaign editor. Typical Microprose depth and attention to detail, I thought.

Before going to war, you can practise the two arcade subgames: bombing and dogfighting. I decided to try my hand at the latter, enjoying a lavish polygon 3-D sequence. I almost fell off my seat when I saw

two side-view airplanes circling around a plain blue screen. It's just like the old Atari console *Combat* game of some 15 years ago! The option to switch between friendly planes and attack bombers doesn't make it any more palatable.

Alas, your MicroProse... despite their reputation as THE premier strategy publishers, their last two efforts have been well below par. First, *B17* is blindingly accurate simulation, but no game; and now this.

*Ancient Art* is primitive beyond belief. The arcade combat sequences look like PD games and the strategy elements are about as deep as a muddy puddle on a hot day.

The 'game' comes with the usual MicroProse in-depth historical data which, however welcome, fails to save this very poor offering. Look elsewhere. ■

### Ancient Ideas

This bombing section is only marginally better, starting with a reconnaissance photo showing targets and anti-aircraft guns. During the raid, your view is an overhead one of the scolding landscape below. Slave responsiveness makes the bomber realistically difficult to manoeuvre. It's not a problem, though, as you can usually plan a straight flight path to avoid flak and pass right over targets.

Unimpressed by the crude arcade sequences, I hoped for some deep strategy in the campaign. I was disappointed. On a scrolling map, you click an altitude to launch squadrons of bombers and fighters to attack enemy installations and aircraft. Apart from selecting altitude and formation, there's little else to do but wait for the next dogfight or bombing raid. The movement of the front line is influenced by bombing attacking troops

or nearby bases: advance it to capture airbases and depots. Take enough territory, or shoot down all enemy planes, and you receive an official surrender.

Perhaps if you had full control over ground units, it might make some sense. But controlling only part of your forces makes for shallow strategy indeed. This, even more than the awful arcade sections, sends *The Ancient Art* scurrying into the ground.



**TIP TIME!** Protect your bombers with the maximum three fighters.

- DEVELOPERS: EVERWARE
- DISKS: 4
- PLAYERS: 1
- GENRE: STRATEGY
- 1350 COMPATIBLE: YES
- HD INSTALLABLE: YES



■ Unfortunate combination of lousy arcade games and shallow strategy.

**39%**



■ (Right) The zigzagging frontline is influenced by your bombing raids on enemy troops and installations.



# Rubysoft

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PC AND  
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## HARDWARE

1. **NAME** \_\_\_\_\_  
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## When

## MOST

**MANGA MADNESS**  
- MANGA VIDEOS  
NOW AVAILABLE

Age	34.5	10.5	18	65
Gender	0.5	0.5	0	1
Marital status	0.5	0.5	0	1
Education	12.5	1.5	9	16
Income	1.5	0.5	1	2
Occupation	1.5	0.5	1	2
Health status	1.5	0.5	1	2
Life satisfaction	1.5	0.5	1	2
Life expectancy	1.5	0.5	1	2
Life expectancy squared	1.5	0.5	1	2
Life expectancy cubed	1.5	0.5	1	2
Life expectancy to the fourth power	1.5	0.5	1	2
Life expectancy to the fifth power	1.5	0.5	1	2
Life expectancy to the sixth power	1.5	0.5	1	2
Life expectancy to the seventh power	1.5	0.5	1	2
Life expectancy to the eighth power	1.5	0.5	1	2
Life expectancy to the ninth power	1.5	0.5	1	2
Life expectancy to the tenth power	1.5	0.5	1	2
Life expectancy to the eleventh power	1.5	0.5	1	2
Life expectancy to the twelfth power	1.5	0.5	1	2
Life expectancy to the thirteenth power	1.5	0.5	1	2
Life expectancy to the fourteenth power	1.5	0.5	1	2
Life expectancy to the fifteenth power	1.5	0.5	1	2
Life expectancy to the sixteenth power	1.5	0.5	1	2
Life expectancy to the seventeenth power	1.5	0.5	1	2
Life expectancy to the eighteenth power	1.5	0.5	1	2
Life expectancy to the nineteenth power	1.5	0.5	1	2
Life expectancy to the twentieth power	1.5	0.5	1	2
Life expectancy to the twenty-first power	1.5	0.5	1	2
Life expectancy to the twenty-second power	1.5	0.5	1	2
Life expectancy to the twenty-third power	1.5	0.5	1	2
Life expectancy to the twenty-fourth power	1.5	0.5	1	2
Life expectancy to the twenty-fifth power	1.5	0.5	1	2
Life expectancy to the twenty-sixth power	1.5	0.5	1	2
Life expectancy to the twenty-seventh power	1.5	0.5	1	2
Life expectancy to the twenty-eighth power	1.5	0.5	1	2
Life expectancy to the twenty-ninth power	1.5	0.5	1	2
Life expectancy to the thirtieth power	1.5	0.5	1	2
Life expectancy to the thirty-first power	1.5	0.5	1	2
Life expectancy to the thirty-second power	1.5	0.5	1	2
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Life expectancy to the thirty-fourth power	1.5	0.5	1	2
Life expectancy to the thirty-fifth power	1.5	0.5	1	2
Life expectancy to the thirty-sixth power	1.5	0.5	1	2
Life expectancy to the thirty-seventh power	1.5	0.5	1	2
Life expectancy to the thirty-eighth power	1.5	0.5	1	2
Life expectancy to the thirty-ninth power	1.5	0.5	1	2
Life expectancy to the fortieth power	1.5	0.5	1	2
Life expectancy to the forty-first power	1.5	0.5	1	2
Life expectancy to the forty-second power	1.5	0.5	1	2
Life expectancy to the forty-third power	1.5	0.5	1	2
Life expectancy to the forty-fourth power	1.5	0.5	1	2
Life expectancy to the forty-fifth power	1.5	0.5	1	2
Life expectancy to the forty-sixth power	1.5	0.5	1	2
Life expectancy to the forty-seventh power	1.5	0.5	1	2
Life expectancy to the forty-eighth power	1.5	0.5	1	2
Life expectancy to the forty-ninth power	1.5	0.5	1	2
Life expectancy to the fiftieth power	1.5	0.5	1	2
Life expectancy to the fifty-first power	1.5	0.5	1	2
Life expectancy to the fifty-second power	1.5	0.5	1	2
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Life expectancy to the fifty-seventh power	1.5	0.5	1	2
Life expectancy to the fifty-eighth power	1.5	0.5	1	2
Life expectancy to the fifty-ninth power	1.5	0.5	1	2
Life expectancy to the sixtieth power	1.5	0.5	1	2
Life expectancy to the sixty-first power	1.5	0.5	1	2
Life expectancy to the sixty-second power	1.5	0.5	1	2
Life expectancy to the sixty-third power	1.5	0.5	1	2
Life expectancy to the sixty-fourth power	1.5	0.5	1	2
Life expectancy to the sixty-fifth power	1.5	0.5	1	2
Life expectancy to the sixty-sixth power	1.5	0.5	1	2
Life expectancy to the sixty-seventh power	1.5	0.5	1	2
Life expectancy to the sixty-eighth power	1.5	0.5	1	2
Life expectancy to the sixty-ninth power	1.5	0.5	1	2
Life expectancy to the seventieth power	1.5	0.5	1	2

## BURY BUDGET

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## COMPILATIONS

[illegible]

**BARTHOLOMEW (Don) APL**  
 800 Little Road, Litchfield,  
 NSW 2250, Australia  
 Tel:071 841 8000  
 fax 071 810 1700  
 Email: 071 810 1700

**Business Hours**  
 11am - 5pm  
 Monday to Saturday  
 After Hours & Holidays  
 Answerphone or by Email  
 074 706 0890

1888-1889 1889-1890 1890-1891 1891-1892 1892-1893 1893-1894 1894-1895 1895-1896 1896-1897 1897-1898 1898-1899 1899-1900 1900-1901 1901-1902 1902-1903 1903-1904 1904-1905 1905-1906 1906-1907 1907-1908 1908-1909 1909-1910 1910-1911 1911-1912 1912-1913 1913-1914 1914-1915 1915-1916 1916-1917 1917-1918 1918-1919 1919-1920 1920-1921 1921-1922 1922-1923 1923-1924 1924-1925 1925-1926 1926-1927 1927-1928 1928-1929 1929-1930 1930-1931 1931-1932 1932-1933 1933-1934 1934-1935 1935-1936 1936-1937 1937-1938 1938-1939 1939-1940 1940-1941 1941-1942 1942-1943 1943-1944 1944-1945 1945-1946 1946-1947 1947-1948 1948-1949 1949-1950 1950-1951 1951-1952 1952-1953 1953-1954 1954-1955 1955-1956 1956-1957 1957-1958 1958-1959 1959-1960 1960-1961 1961-1962 1962-1963 1963-1964 1964-1965 1965-1966 1966-1967 1967-1968 1968-1969 1969-1970 1970-1971 1971-1972 1972-1973 1973-1974 1974-1975 1975-1976 1976-1977 1977-1978 1978-1979 1979-1980 1980-1981 1981-1982 1982-1983 1983-1984 1984-1985 1985-1986 1986-1987 1987-1988 1988-1989 1989-1990 1990-1991 1991-1992 1992-1993 1993-1994 1994-1995 1995-1996 1996-1997 1997-1998 1998-1999 1999-2000 2000-2001 2001-2002 2002-2003 2003-2004 2004-2005 2005-2006 2006-2007 2007-2008 2008-2009 2009-2010 2010-2011 2011-2012 2012-2013 2013-2014 2014-2015 2015-2016 2016-2017 2017-2018 2018-2019 2019-2020 2020-2021 2021-2022 2022-2023 2023-2024 2024-2025 2025-2026 2026-2027 2027-2028 2028-2029 2029-2030 2030-2031 2031-2032 2032-2033 2033-2034 2034-2035 2035-2036 2036-2037 2037-2038 2038-2039 2039-2040 2040-2041 2041-2042 2042-2043 2043-2044 2044-2045 2045-2046 2046-2047 2047-2048 2048-2049 2049-2050 2050-2051 2051-2052 2052-2053 2053-2054 2054-2055 2055-2056 2056-2057 2057-2058 2058-2059 2059-2060 2060-2061 2061-2062 2062-2063 2063-2064 2064-2065 2065-2066 2066-2067 2067-2068 2068-2069 2069-2070 2070-2071 2071-2072 2072-2073 2073-2074 2074-2075 2075-2076 2076-2077 2077-2078 2078-2079 2079-2080 2080-2081 2081-2082 2082-2083 2083-2084 2084-2085 2085-2086 2086-2087 2087-2088 2088-2089 2089-2090 2090-2091 2091-2092 2092-2093 2093-2094 2094-2095 2095-2096 2096-2097 2097-2098 2098-2099 2099-2100 2100-2101 2101-2102 2102-2103 2103-2104 2104-2105 2105-2106 2106-2107 2107-2108 2108-2109 2109-2110 2110-2111 2111-2112 2112-2113 2113-2114 2114-2115 2115-2116 2116-2117 2117-2118 2118-2119 2119-2120 2120-2121 2121-2122 2122-2123 2123-2124 2124-2125 2125-2126 2126-2127 2127-2128 2128-2129 2129-2130 2130-2131 2131-2132 2132-2133 2133-2134 2134-2135 2135-2136 2136-2137 2137-2138 2138-2139 2139-2140 2140-2141 2141-2142 2142-2143 2143-2144 2144-2145 2145-2146 2146-2147 2147-2148 2148-2149 2149-2150 2150-2151 2151-2152 2152-2153 2153-2154 2154-2155 2155-2156 2156-2157 2157-2158 2158-2159 2159-2160 2160-2161 2161-2162 2162-2163 2163-2164 2164-2165 2165-2166 2166-2167 2167-2168 2168-2169 2169-2170 2170-2171 2171-2172 2172-2173 2173-2174 2174-2175 2175-2176 2176-2177 2177-2178 2178-2179 2179-2180 2180-2181 2181-2182 2182-2183 2183-2184 2184-2185 2185-2186 2186-2187 2187-2188 2188-2189 2189-2190 2190-2191 2191-2192 2192-2193 2193-2194 2194-2195 2195-2196 2196-2197 2197-2198 2198-2199 2199-2200 2200-2201 2201-2202 2202-2203 2203-2204 2204-2205 2205-2206 2206-2207 2207-2208 2208-2209 2209-2210 2210-2211 2211-2212 2212-2213 2213-2214 2214-2215 2215-2216 2216-2217 2217-2218 2218-2219 2219-2220 2220-2221 2221-2222 2222-2223 2223-2224 2224-2225 2225-2226 2226-2227 2227-2228 2228-2229 2229-2230 2230-2231 2231-2232 2232-2233 2233-2234 2234-2235 2235-2236 2236-2237 2237-2238 2238-2239 2239-2240 2240-2241 2241-2242 2242-2243 2243-2244 2244-2245 2245-2246 2246-2247 2247-2248 2248-2249 2249-2250 2250-2251 2251-2252 2252-2253 2253-2254 2254-2255 2255-2256 2256-2257 2257-2258 2258-2259 2259-2260 2260-2261 2261-2262 2262-2263 2263-2264 2264-2265 2265-2266 2266-2267 2267-2268 2268-2269 2269-2270 2270-2271 2271-2272 2272-2273 2273-2274 2274-2275 2275-2276 2276-2277 2277-2278 2278-2279 2279-2280 2280-2281 2281-2282 2282-2283 2283-2284 2284-2285 2285-2286 2286-2287 2287-2288 2288-2289 2289-2290 2290-2291 2291-2292 2292-2293 2293-2294 2294-2295 2295-2296 2296-2297 2297

[illegible]

# RICH PICKINGS

The planet Arrakis, known as Dune.

The House that protects the most Spice will control Dune.

Vast eras

## STRUCTURES



**Concrete Slab:** Serves as foundations for buildings which, if built on bare rock, would need constant repairs.



**Spice Silo:** An additional storage area for harvested spice — if you don't have enough storage space, the spice is lost!



**Outpost:** Gives a radar picture of explored area, essential for spotting enemy raids.



**Wind Trap:** Provides essential power for other buildings.



**Construction Yards:** Required to build any new structures.



**Light Factory:** Makes small, lightly armored combat vehicles.

**Barracks:** Produce Light Infantry units.



**Refinery:** Comes complete with a Harvester vehicle to collect spice. On returning to the refinery this is converted into credits.



**Other structures** — available on later levels — include turnstiles, factories to build heavy tanks and armor, and a Stargate for intergalactic trading.



## ■ Virgin, £29.99

**V**anity is the spice of life. And on Dune, Spice is life. Those who consume it can live for hundreds of years. The strange stuff is also used to warp the fabric of space, making interstellar travel possible. As such, Spice is by far the most valuable commodity on the planet — whoever controls it, controls Dune.

In Dune II, three warring factions are trying to grab as much Spice as possible. The 'goodies' are the Atreides, a diplomatic people who prefer not to attack the other sides, but simply defend their own operations. The 'not-so-goodies' are the Osiris, cunning traders who are partial to odd bits of sabotage and terrorism. Then there are the real 'badies', the Harkonnens, a cruel people who'll stop at nothing to get what they want.

Unlike most games, you can play any of the sides, aiming to collect enough spice in each mission, set by your Master (leader). Your base is shown on an overhead-view scrolling map. Initially it's surrounded by blackness

— territory only becomes visible when explored by your forces. You start with just a handful of soldiers and small infra, which can be moved around and told to attack any enemies spotted.

Your base initially consists of just a construction yard, used to build other structures. It's best to lay down concrete-slab foundations for those, as building on bare rock means they'll need constant repairs. A wind-trap power plant is the first essential construction, providing electricity for further buildings such as turnstiles, vehicle factories and radar outposts offering a view of the entire (explored) map. Buildings cost credits: you start with a small amount, but need to earn more by harvesting Spice. This is done by

Can spend an extra part stre



have arrived



The noble Airclides



The hellious Orks



And the evil Darkenans



**Guard:** Lightly armoured four-wheeled vehicle firing armour-piercing rounds.

**Balidan:** A quick-drive vehicle with less armour but more speed than a standard Trike.



**Trikes:** Lightly armoured three-wheeled vehicle. Fast but with limited firing range.



**Harvester:** Separates Spice from the sand. Once filled it returns to its Refinery.



**Troopers:** Armed with Heavy Cannons and wearing mechanised power suits.



On later levels, various tanks and aircraft are available, plus technologically advanced weapons utilising sonic energy, plasma, and even nerve gas.

**Infantry:** Lightly armoured foot soldiers equipped with assault rifles.

## UNITS

A competent, playable strategy offering that has virtually nothing in common with its predecessor, *Dune II* manages to be both complex and accessible without falling between two stools. The interface is very good, with crystal-clear icons and attractive graphics. Though the delays involved in construction aren't welcome, the "Yes Sir" — accentuated speech samples get on your nerves after a while, but the game as a whole is a worthy release.



# DUNE II

creating a Spice refinery, which comes complete with its own Harvester vehicle. When the lord's full, it returns to base where the Spice is converted into credits.

## Defence budget

Credits can be used to create more buildings and units. Military hardware is needed to ward off attacks or maybe even capture enemy bases. The real-time nature of the action means quick thinking essential if you're not to lose costly units in useless forays. Building new units and repairing structures becomes impossible when the limited amount of Spice runs out, so careful spending is an essential part of the strategy.

The first two levels are a good introduction to the construction and harvesting aspects, with few enemies to worry about. On later levels, the military strategy gets more important with vicious (sometimes three-way) battles as more advanced weaponry becomes available — an added incentive to progress through the levels.

It's rare that a strategy game has me so engrossed as *Dune II*. Maybe it's the wonderful scenario, in particular the three-way nature of the war. Perhaps it's the easy-to-use controls or the combination of god-game-style construction and military conflict. Whatever it is, it thoroughly enjoyed playing.



**TIP TIME!** On later levels it's worth building several refineries to speed up Spice production.

- DEVELOPERS: WESTWOOD STUDIOS
- DISKS: 6
- PLAYERS: 1
- GENRE: STRATEGY
- 1250 COMPATIBLE: YES
- HD INSTALLABLE: YES



A sound strategy offering with a very atmospheric theme.

87%

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# SOCCER KID

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■ You hah! Another Iraqi pig-dog eats warhead. Well actually that's my tank. Tough game!



■ (Left) An unsatisfactory campaign — you've trashed all your own tanks. Better start again rookie!

**RICH PICKINGS**



# WAR IN THE GULF

■ **Empire, £29.99**

■ If you thought Desert Strike's thinly veiled Kuwait-invasion-inspired blasting was close to the bone, you're gonna love War in The Gulf. The follow-up to Team Yankee and Pacific Islands heads steadily in its ancestral footsteps with very little difference in graphics or play.

You're in charge of Team Kuwait — a crack division of 16 vehicles: four units of four. All can be manipulated simultaneously with the screen divided into four windows, one for each unit. Alternatively you can concentrate on controlling one platoon with a full-screen display.

Strategies are conceived and battles directed on the map of the war zone. It's also possible to track enemy movements from here as long as they're visible to at least one of your units. A zoom function allows you to alter survey the entire battlefield for a general idea of the situation, or magnify smaller sections to enable precise deployment and manoeuvring.

## Oil be there

Combat takes place on a rather more impressive 3-D view. Tanks, friendly and hostile, whizz past very convincingly — as do good-looking, fast-moving polygon buildings. Attacking enemy vehicles is quite simple. Aim

with a mouse-controlled floating gunsight and click to fire. A range of shells and missiles are available, depending on the vehicles in the selected platoon, all of which have realistic loading times — guaranteed to drive you crazy. Taking out three from a squad of four opposing tanks and then having to wait

several seconds for reload while the remaining enemy takes careful aim will have you screaming blue murder at your monitor, but it all adds to the atmosphere. 25 difficult assignments offer considerable challenge. However, the emphasis is heavily on strategy so don't expect to roll around

mindlessly blowing away anything you see. Fans of the previous games in the series will find everything familiar with only a few minor tweaks, and it's easy enough to get into for the uninitiated.

As for a conclusion, this is a tricky little chestnut to sum up. Initial appeal is largely down to the excellent graphics as you watch tanks zooming around, really looking like they mean business. When you get down to actually playing, though, it's fast-moving strategy with arcade action taking a backseat. Try before you buy. 'cos this is no cheapie.



**TIP TIME!** Use the line as cover for movement whenever possible.

is this really in order? I'm not saying war games should always be set before living memory, but War in The Gulf — it's a bit soon, isn't it? Dramatic exploitation of recent tragedy? Instant trivialisation of human suffering for entertainment purposes? Or is this a tool of upright (politically correct) hegemony designed to produce a mass guilt trip? You decide.

Either way, the game itself's brilliant. Fans of Empire's earlier tank wars like Team Yankee and Pacific Islands will feel right at home, but this one's even better. ■



- DEVELOPERS: IN-HOUSE
- DISKS: 2
- PLAYERS: 1
- GENRE: STRATEGY
- 1200 COMPATIBLE: YES
- NO INSTALLABLE: YES



■ A good-looking if ultimately limited war game.

**79%**

# RICH PICKINGS

## A1200 UPDATE

A special A1200 version of 1869 is being released at the same time as the normal Amiga game. An extra disc provides additional screens, more colourful graphics, and improved music and sound.



■ (Above) Drinking and recruiting new crew members in the pub. (Below) Would you buy a used ship from this man? Try him, you won't! It's the market, not the shopyard.



# 1869

■ **Flair, £29.99**

As you see, The Captain's Dream!... wasn't it? Flair's hands, light of touch, comes that never get dry, and apart from the odd pot-reducer down the can was always sitting! What about the muddy biscuits and second serving water? Why did the crew never suffer? And why were they never killed at sea? Get real guys, get 1869!

Set in the golden age of sea, nothing in particular, 1869 is a trading game covering the period 1864-1880. As a merchant-captain you buy goods, ferry them to where they're most needed and hopefully sell them at a profit (a sort of sea-faring Del Trotter). Each port has merchants who buy and sell produce, but are picky about what they pay for — they always buy, but unless it's something they really want, you could easily make a loss. Trade profitably and you can buy from ships, mean being a greater and greater role in ocean trading as time goes on.

Unlike most trading games you won't have, if by finding a head-and-butler route between two nearby ports, getting rich by buying, say, loots in London, selling them for a profit in Dallas and filling the ship with jewellery which you can sell for megabucks in London again (repeat until bored). This isn't possible in reality, and isn't possible here either. Merchants are reluctant to pay top

whack for large consignments, so the most profitable way to trade is to fill your ship with a variety of goods in smaller quantities, possibly from different ports. This game won't let you overhaul your ship, but wait long between repairs and performance is seriously reduced.

## Plain sailing?

1869 is the best port leader I've ever seen. It's a tough challenge to say the least, its attention to detail is superb, and in multi-player mode it's competitive enough to destroy the finest friendships.

Unfortunately the manual doesn't live up to the standards of the game. There's plenty of

history here (there has to be — world events play a major part in the game) and the illustrations are

clearly laid out, but the translation from the German original is appalling. The standard of historical research is excellent, but don't let your history teacher Franco become independent after the 1930

war with Prussia — you'll never live it down.

1869 is an excellent game let down by a comprehensive but dodgy manual. Purists will appreciate the absence of lame arcade sub-games, though it is noteworthy. Head-scratching approach won't appeal to everyone. Me, I'm off for another game...



**TIP TIME!** Make copious notes, and pay attention to your history. 1869, for example, is the year the Suez Canal opened, cutting the Europe-to-Asia trade route by half.



■ (Above) What a merchant banker — he won't stand a loss! (Below) Prepare for a life on the ocean waves: be run, sodden and the last!



- DEVELOPERS: MAX DESIGNS
- DISKS: 3
- PLAYERS: 1-4
- GENRE: STRATEGY
- A1200 COMPATIBLE: SEE BOX
- HD INSTALLABLE: YES



■ An excellent trading game, but definitely one for the purists.

**83%**



■ (Left) It's Chris Loner from the Phil Sneyd novel. And it looks like he's going S-H-I-T. PHILIP: The gameplay's worse than his dress sense, but we can't all wear big pointy hats and still look cool!



# WHALE'S VOYAGE

■ Flair, £29.99

**B**efore you ask, this game doesn't involve aquatic, bubbly mammals. In fact it's an RPG-ish adventure set in a future age.

Play begins with you designing your four-man crew in quite a novel way. Instead of just selecting attributes for each character, you actually get to choose its mother and father from a choice of five. You then decide how your new team sibling grows up. Is he a street orphan or do you send him to the local catholic primary? Next choose from college or military school, among others, before finally selecting a university. All these decisions determine the kind of person your character grows into.

The voyage begins on the inhospitable slum planet of Cadria. Once the system's richest planet, years of neglect led to decay and now crime is its life. To get away, your team pool all their money to purchase the "Whale", a rusty old freighter with no fuel and dodgy tech.

## Save the whale

Your first task, therefore, is to beam down to Cadria and obtain some cash. Only then can you fill the Whale's tanks and move about the galaxy. The ultimate aim is to make walls of money trading between planets and solving puzzles encountered along the way. Buying and selling of merchandise is all done aboard ship

using a hassle-free icon system. However, several items can be found and traded by hand at various shops. Progress through the mazes of streets is slowed in 3-D with a handy on-screen autounapping system to stop you getting lost — a welcome inclusion as most streets look identical.

Presentation, graphics and sound are fine. Unfortunately gameplay deteriorates into seemingly endless wandering and searching. Most locations contain nothing of use, and interaction with independent characters is a joke. Only a select few will give any kind of helpful response at all.

To interact with someone you've gotta choose the select icon followed by an action icon, eg talk to, attack. Unfortunately while you're fiddling around with these the person keeps moving. If they happen to wander off screen you'll have to catch them and start all over again. Not my idea of fun. Worse still, if you happen to attack someone you shouldn't, a squad of guards instantly appear from nowhere to blow you away — game over. Utterly ridiculous.

Whale's Voyage is too hollow to keep your interest up, there just isn't enough to see or do. Steer clear.

**TIP TIME!** Be methodical when exploring cities so you don't miss anything.

■ Whale's Voyage is a game that doesn't live up to its initial promise. The plot is okay, the setting is welcome change from all that demons and wizards guff, and the character creation — at least!

Unfortunately it plays like a brick. No mod-ern RPG should demand this much tapping around, and the incidental characters' lack of intelligence is irritating in the extreme.

Those with a lot of patience will enjoy Whale's Voyage, but personally I'd go for Jester 2 instead — it's not as original, but it's a damned sight more playable. **10M**



- DEVELOPERS: NEO
- DIRS: 7
- PLAYERS: 1
- GENRE: RPG
- 1200 COMPATIBLE: YES
- HD INSTALLABLE: YES



■ Excessive wandering with little too get the adrenalin going.

**54%**

# RICH PICKINGS

# SPACE LEGENDS



■ (Above & Right) The classic space trading sim *Elite* is still a great game, combining 3-D blasting action and buying/selling of commodities.



## ■ Empire, £29.99 (compilation)

When I was a young Spectrum owner, I owned a game called *Elite*. I'd first seen it on the Acorn Electron and, being suitably impressed by its depth and playability, had rushed out to buy it. Weeks were spent enjoying its wire-frame graphics, exploring its many star systems and blowing up everything I came across. To go as far as to say it's one of the best games I've played on an 8-bit.

I'd not seen it on the Amiga before the *Space Legends* compilation arrived in the office. To be honest, I'm rather disappointed by it. If you haven't seen *Elite* before, you probably won't know that it's a mixture of a space-flight simulation, trading and... oh yeah, lots of fighting too. Combat (be that with space pirates or police) is one of the game's better aspects; also, the decisions made in trading and travel do have a bearing on your success.

On the flats, everything is displayed in wire-frame 3-D, unless you're docked in a space station — in which case, there's loads of text to look through and act upon. The Amiga version utilises solid 3-D graphics during the fight sequences, and they're impressively fast. For some strange reason the programmers ditched the text displays in the space stations, in favour of a supposedly superior icon system, but it's not as easy to use.

a game that's limited on the standard Amiga. Sure, the graphics are impressive in places, and the atmospheric presentation adds so much, but it's tainted by a sluggish pace and unresponsive controls. On the A1200, it's a far more playable affair — everything just hangs together, and it's a fair space-orientated shoot-'em-up. All the same, I think the conversion from the PC original could've been far better.

Finally we've arrived at *MegaTraveller 1*, a game I've not encountered before. A space-based RPG with a wealth of options and areas to explore, it's limited unless you really dig this sort of thing. It does have a lot to offer, and controlling your team through the different situations has a definite charm — even I enjoyed plugging away at it for a while. Try it and see — you may be pleasantly surprised as I was.

So, that's *Space Legends* in its entirety. *Elite*'s a great all-round game, but not as good as it could have been — especially when you consider how great it was on other machines. *Wing Commander* is disappointing — even when speeded up on the A1200. As for *MegaTraveller 1* — well, it's a very good RPG, but only if you've got the time (and patience) to get established in it.

This compilation works moderately well. Apart from *Wing Commander* on the 16-bits, it's a fair collection of game-styles that will appeal, though it's hardly an essential purchase.



**TIP TIME!** See this month's Tips Bits for the full guide to *Elite*'s cheat screen.

■ (Below) You meet some interesting characters on your travels in *MegaTraveller 1*.



■ (Above) *MegaTraveller 1* is an enjoyable space-based RPG. (Below) *Wing Commander* suffers from slow speed, at least on normal Amigas.



■ A worthwhile package for budding space-farers

**78%**

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## Dragon's Island

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Myrionids of Shander...sacrifice...escaped  
pendant...for you...birds...tales...  
save Rander...sacrifice...It's all up with me.  
sacrifice...Dun loel undt...sacrifice !!!

Myrionids of Shander...sacrifice...escaped  
pendant...for you...birds...tales...  
save Rander...sacrifice...It's all up with me.  
sacrifice...Dun loel undt...sacrifice !!!



■ (Above) You find a fair few odds  
and ends as you travel through the  
islands. Use them wisely!  
(Below) Oh balls — big steel spikes  
are on chains. If that lands on your  
nut, it'll give you a right pain in the  
cheesecake!



■ It's like Jason and the Argonauts,  
isn't it? First you get hammered by the  
three strategists, then you're up against  
a load of skeletons (the one in the  
middle looks like Ian's girlfriend).



■ Oh woe is me — I'm about to die!  
But, in true role-playing fashion, not  
before I give you a vital message.

# ISHAR MESSENGERS OF

■ Silmarils,  
£29.99

First there was *Crystals Of Ardore*. Okay  
it was the first, but there's no getting  
away from the fact that it wasn't that  
great. I ran too slowly and there was too  
much wandering around, a flaw which also  
curbed its otherwise-promising successor,  
*Ishtar* — *Legend Of The Fortunes*. The third  
game in the series takes up a few problems,  
polishes the overall gameplay and generally  
takes the *Ishtar* series one step further.  
Though not without its niggles, it's one of the  
best computer games this year.

Ishtar 2's big. Oh second thoughts, make  
that 34-G — really big! Boasting a massive  
100,000 miles and 40,000 locations, you  
could say it's as big as a very big thing. Good  
job they included a decent map this time,  
eh?

The game's spread over seven large  
islands, each having its own map. The first  
two are given immediately, the others you  
have to find. Ishtar 2's maps are far more  
detailed than its predecessor's grotty effort,  
and boast a big horizon with a cherry on the

top; your current position is marked! The maps  
are far from perfect but they're a great leap  
forward from *Ishtar*, whose map was all-but-  
useless. Maybe Ishtar 3 will  
contain maps on which you  
can place your own markers  
to show, well — anything you  
like, eh?

## Single combat

*Messengers Of Doom* retains  
the real-time combat system  
favoured by *Legend Of The  
Fortunes* (a mistake in my view, but  
that's a purely personal opinion), but  
this time they've moved the attack icons.  
Unlike the previous game, where they sat above  
the character's heads, they're now all together in  
a little cluster. This makes them far easier to  
use, and allows much speedier attacks in the  
heat of the fight. Though there's still no  
'universal attack' icon allowing everyone in a  
position to attack stacks of foes.

Not retained from the previous game is the  
marching order screen. Click on that squarish  
thing that looks like a thoughts and crowns grid  
and you can alter your party's layout, maybe  
putting magic-users and priests in the front

“ All  
every  
need  
some  
to

# RICH PICKINGS



■ It may be dog-eared and torn, but don't grizzle — this map was hard won. Although not perfect, the mapping system is much better than in *Ishtar* — *Legend of the Fortress*.



■ Warm Tears, my fellow traveller. Click on a map section for a detailed close-up (there I am!)



## 2 OF DOOM

for their combat abilities) to the rear, and the macho fighters to the fore. Only the first rank can attack, remember.

Perhaps the best thing about *Ishtar 2* is the character generation — there isn't any.

You can use your party from *Legend of the Fortress*, but this isn't essential. Assuming you do, you start the game with a single character (Dobanet) who wanders alone until he needs a possible ally. He then invites him to join the team. As the party grows, all members get a say in who's recruited and who isn't (very democratic, eh?). For example Dobanet and Elies don't get along too well, so if you're recruiting a Dwarf you'll have to choose well. It's a majority decision though, so he might get overruled.

Party in-fighting  
If you're in luck you must plan your party very well. As leader you have some control over the other characters, but they're still thinking things in their own right — don't expect an evil murderer to get on well with a

godly priest. At best this leads to in-party squabbles with some characters unwilling to help others, at worst, outright conflict. This is roleplaying in its truest sense, with each character a person in his or her own right and not just an extension of the player's ego.

As you can see from the screenshots, the graphics are excellent. For once the generic trees and grass actually look like they belong in a wilderness and not a toddler's playground, and if the visual atmosphere draws you in, the progressive storyline keeps you there! Almost everyone you meet has something to say, and it's usually relevant even though it may not seem so at the time. This is what adventure's all about.

The game's not without its niggles. Although the disk accessing and swapping's as unobtrusive as possible, I could do without having to load in an animation from the boot disk every time I die — the option to just carry on would be a boon. Also, the old disk contains half a dozen or so intro sequences. Press ESCAPE to skip to the next, or RETURN to get straight into the game. Fair enough, but this isn't in the manual. Can anyone honestly say that when they first bought their Amiga they never wanted to know more for including a lengthy intro sequence, not realising they could skip it? I know I did.

Despite these minor means, *Ishtar 2* is an epic game. It's reached the zenith in user-friendliness and size, and has an atmosphere that blows you away. Have a go to *Ishtar 2* and hopefully a complete change of scenery...



**TIP TIME!** From the beginning, go North to the town. Wind the well for a pleasant surprise!

- **DEVELOPERS:** Pascal Einsweiler & Michael Perrot
- **DISKS:** 3
- **GENRE:** RPG
- **100% COMPATIBLE:** YES
- **HD INSTALLABLE:** YES



■ Atmospheric roleplaying at its best — a true epic

**91%**

# THE LOST VIKINGS

■ Interplay, £29.99

**T**he three Viking brothers must have thought they'd drunk too many flagons of mead. Only that day they were enjoying the autumn hunt and feast in their small village, but they were to awake in the night, a strange force lifting them from their beds and towards a metallic object in the sky.

It turns out that the intergalactic ecologist Tormar had visited Earth, searching for new and strange life forms to add to his collection. When he spotted the Vikings winning some primitive ritual he decided to beam them aboard his ship. Unfortunately for him his teleport was on the blink and instead of sending the Vikings to his specimen room, it materialised them in the ship's corridors. A lucky break for the brothers, but now they would need to pool all their special abilities to somehow escape...

## Puzzling pilgrage

Their epic quest to return home comprises a series of 37 puzzling levels. In each, you have to work out where and when to use each Viking's special skills to bypass hazards and perform tasks. For instance, you might need Blegg to climb a few battlements with his sword, or use Olaf's shield to protect his buddies from enemies or laser bolts. Sometimes Vikings must be used in combination, eg Erik jumping onto Olaf's shield from which he can leap to an otherwise unreachable platform. The first few levels introduce the various skills and concepts, giving on-screen hints. From then on, you're in for a real helmet-scratching time.

Objects complicate matters: often you'll need to find and reach an item to be able to pass through another part of the level. For example, on one level you encounter a gravitational field which lifts your Vikings up towards a fatal electric charge. Sometimes a beautifully executed pair of gravity boots holds the solution.

Manipulation of objects is easy enough. Each Viking uses carry up to four times; pressing the Tab key enables you to

select (using a cursor) the item to be used. Objects can also be dropped (eg bombs) or given to another nearby Viking.

## Viking hell!

The need to use the keyboard for certain actions arises from the game's console origins, where they were activated by the extra control buttons. You get a choice of keys to use, but I would have helped if they'd been user-definable. You often have to pore over your keyboard to find the right key to use an object (B), activate a switch (S), switch between Vikings (Del, Help, keypad 7 or 9) or use a Viking's secondary ability (D, keypad + or enter). A strange choice of keys, I think you'll agree, and the latter (activating

Blegg's bow or Olaf's headbutt) is the most annoying as you often need it in a hurry.

You get used to the keys after a while, but the needless disk accessing is a pain. When a Viking dies it's impossible to complete the level, so the option to give up is essential. However, doing

so results in the lengthy loading of an animated sequence (a burning Viking ship) before reloading the same level back on. As you often lose a Viking due to a silly error, this just becomes very annoying — when I feel a level, I want to go straight back to the start and try again.

At least a password system ensures you don't get too frustrated — added by the humorous nature of the game, with numerous speech-bubble comments from the Vikings. Most of all, though, it's the well-designed levels that keep you coming back for more. Okay, so you don't get as many special abilities as those found in the Lemmings games, but it's no less satisfying. An added attraction is the more-satisfying direct control of the characters. If you can afford the disk accessing, The Lost Vikings is a really playable puzzle.



**TIP TIME!** Explore new areas with Olaf first, as he can't usually get hurt. And watch out for some great tips in the new AMIGA FORGE!



**Bomb** Drop one by an item (eg a computer) to blow it up.



**Feeds** Heals 1 health point when eaten.



**Keys** Used to unlock doors of the same colour.





# RICH PICKINGS



It's a puzzle game... no, an arcade adventure... or maybe it's a save-'em-up? One thing for sure, though — *The Lost Vikings* is one of the most original games seen in many a year.

Like *Centurion*, the aim of the game is to get your troops to the level exit, keeping body and soul together in the process. Like *ray*, *Stop* you have direct control over your other teams (though unlike *Stop* there's three of us), and their differing abilities pay more than a passing nod to *Head On Hero*. Okay, the controls are a little involved and the disk accessing's a pain, but it's still a great game. Recommended.



**DEVELOPERS:** SILICON & SYMPHONY  
**DISK:** 2  
**PLAYERS:** 1  
**GENRE:** PUZZLER/ARCADE  
**ADVISORY:**  
**100% COMPATIBLE:** YES  
**NO INSTALLABLE:** NO



A refreshingly original arcade adventure with bags of humour.

81%

## CHARACTERS

### ERIK THE SWIFT

**Age:** 19  
**Height:** 5'8"  
**Weight:** 100lbs  
**Specialty:** Fast running, jumping  
**Equipment:** Flaming shoes, a strong head  
 Erik is the fastest of the three Vikings, and the only one who can leap over gaps. He also comes in handy for knocking down walls by headbutting them at speed! His weakness is his vulnerability to ladders, having no shield or weapons.



### BALDGO THE FIERCE

**Age:** 26  
**Height:** 6'0"  
**Weight:** 200lbs  
**Specialty:** Combat  
**Equipment:** Bow & arrows, sword  
 Baldgo can kill most enemies with two swings of his sword, or by firing arrows at them. The latter can also be used to activate switches — even if there's an electric field in the way. Though brilliant on the attack, Baldgo isn't too good at defending himself, so it's a good idea to hide him behind Olaf's shield when fighting ferocious baddies.



**OLAF THE SCOUT**  
**Age:** 23  
**Height:** 6'2"  
**Weight:** 200lbs  
**Specialty:** Defence  
**Equipment:** Shield  
 Although Olaf cannot kill baddies, his hefty shield stops them in their tracks. It also repels laser bolts, allowing the other two Vikings to get safely past. When he lifts the shield above his head he can hang glide safely down long drops, or let Erik jump on it to reach higher platforms.



## ITEMS

**Block:** Rests 2 health points.



**Smart Bomb:** When detonated it destroys all enemies on screen.



**Gravity Boots:** Enable a Viking to walk normally in a gravitational field.



**Buttons:** Press them to open doors etc. Baldgo can hit them with arrows.



**Switches:** Look different but act in exactly the same way as buttons.



**Shield:** Gives a Viking a bonus blue health point.



**Flaming Arrow:** Kills an enemy with just one shot.



# RICH PICKINGS



NEW GAME: 2-PLAYER LEAGUE

	W	D	L	PTS	GOALS
TEAM 1	0	0	0	0	0
TEAM 2	0	0	0	0	0
TEAM 3					
TEAM 4					
TEAM 5					
TEAM 6					
GOAL DIFF	0				

GOAL DIFF: 0

■ (Above) The Arcade Challenge pits you against successively better computer teams, earning points by multiplying the goal difference by the skill level.



**amiga**  
**FOR**  
**EVER!**

# GOAL!

■ Virgin, £25.99

Well, let's get straight to the burning question: Is *Goal!* better than *Sensible Soccer*? Well, that's a tricky one. The fact that I'm even considering the possibility tells you that *Goal!* is one damn fine game.

It takes the basic elements of *Kick Off 2* (Dino Dini's earlier game) and transforms them into a much more playable, stylish exercise.

The tricky dribbling is still here, as is the ability to trap the ball by holding down fire. Not only can this method be used to stop and pass the ball to team-mates, it's a useful trick for controlling the ball before changing direction. This is great for wrong-footing defenders, as all the players now have realistic inertia. When you start running, it takes a while to get up to full speed, and the controlled player can't instantly zip off in another direction — he has an authentic turning circle, dependent on his speed.

Shooting is achieved by a quick tap of the fire button, and afterwards can be applied to serve the ball, lift or dip it. However, unlike *Sensible Soccer* (and *Kick Off 2*), it's impossible to send a massive lob down the pitch — long-ball merchants will have a harder time here.

## Heading for goal

Other player initiatives include the scissor kick, chop down with effort, and header.

The latter is also bad news for long-ball players as it's a difficult skill to master — you have to be very accurate to even connect with the ball, and power headers rely on running fast before jumping.

With all this complexity of control, you may think *Goal!* is too tricky. Well it is hard to get the grips with — perhaps not as intuitive as *Sensible Soccer* — but once you get the hang, you can put some really clever moves together and score truly great goals. I even enjoyed watching the optional action replays in

slow-motion — you can play using this view, but I preferred the more traditional 'zoomed out' mode.

Where *Goal!* really scores against *Sensible Soccer* is in its challenge for solo players. The computer teams are really hard to beat unless you adjust their skill level down, and you're up. This handicap system also permits a novice player to stand a chance against an expert.

As to that initial question, I still can't decide, but — complete with reports of a PSX, a host of play options, leagues and the ability to edit teams — *Goal!* is an essential purchase for any footy fan.



**TIP TIME!** Against computer teams, try dribbling the ball all the way down the wing, then passing across to the centre-forward.



■ Not being a great fan of *Kick Off 2* (I HATE the damned game), I wasn't expecting too much of *Goal!*. It just shows how wrong you can be.

Allowing the players to turn on the ball when moving slowly is a brilliant idea, adding loads to the playability and realism. The arcade challenge (earning points by playing gradually better computer teams) is one of the neatest and most innovative ideas ever seen in a soccer game, and unlike *Sensible Soccer* it has a practice mode.

*Goal!* lacks the humour of the *Sensible Soccer* boys' offering, but it's certainly not short of playability. So which is the best? You decide, but at the end of the day the ball *Goal!* did well, leaving his detractors as sick as a parrot.

**LAN**  
**11**

- DEVELOPERS: DINI & DINI
- DISKS: 2
- PLAYERS: 1-2
- GENRE: FOOTBALL SIM
- 100% COMPATIBLE: YES
- HD INSTALLABLE: NO



■ Extremely playable in one- and two-player modes — don't miss it!

**92%**

# HAPPY LANDINGS...

## COMPETITION

**A £250  
AVIREX FLYING  
JACKET AND  
£350-WORTH  
OF SOFTWARE  
MUST BE  
WON!**

## BLACKHAWK



**SUPER COBRA**



# KIOWA



■ Ever wondered how those brave American airmen keep warm while flying through the air at Mach unknownwhat? Do you lie awake at night worrying how they make a fashion statement during their off-duty hours? No? Neither do we, but we do appreciate their crazy Aviator Nylon jackets.

Thanks to those authentic-nice MicroPurse holders, we've got one to give away! Yes, honest - an authentic Aviator flying jacket, worth around \$2500 (that's clothing, not US dollars). Available in Small, Medium, Large and PMI (that's Extra Large), this is the ultimate in pose - and just the thing to wear while enjoying the authentic atmosphere of MicroPurse's stunning Genesis 2000. Be the envy of all your friends, but don't wear it in bag - you'd probably get shot! Five winners will each receive a MicroPurse masterpiece: Formula One Grand Prix, while another lucky few get MicroPurse Soft.

So what do you have to do to win this marvelous prize? Fly a reconnaissance mission over London? Blast Baghdad to bits and claim you were aiming at an intelligence center? Wear your trousers back to front? No — just tell us which helicopter lands on the pad.

Answers on a postcard to: LOOK AT MY CHOPPER COMP. AMVCA FORCE, Impact Magazine, London, Singapore SPS 1JW, by 14 September of the latest. Remember, as well as the answer we need your preferred jacket size. Postcards that don't contain this information will be folded into paper darts and chucked out of the window.



# NICK FALDO'S CHAMPIONSHIP GOLF



91%  
CONTROL

90%  
AMIGA FORMATT

89%  
AMIGA COMPUTING

88%  
AMIGA POWER

88%  
AMIGA ACTION

IBM PC



CAN YOU BEAT NICK FALDO AT HIS OWN GAME IN THIS  
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"The best looking, user friendly and playable  
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THE ONE AMIGA

# MICROPROSE KIXX ASS!

**What happens when one of the greatest budget software labels teams up with the undisputed kings of strategy? IAN 'CHEAPSKATE' OSBORNE thinks he knows...**

**T**here's nothing like a really good game. One you can get your teeth into and play for months without getting bored. Something challenging enough to make you work for your winnings, with an atmosphere that draws you in and gamelap that refuses to let go. Hold on... I think I just described most of MicroProse's back catalogue!

Boasting such classics as Geoff Crammond's *Stunt Car Racer*, the timeless *Carrier Command* and epic fight sims like *Knights Of The Sky* and *F19 Stealth Fighter*, the name 'MicroProse' has long been synonymous with quality games — as were *Freelink* and *Rainbird*, bought out by MicroProse a few years back. Just as well Kixx scooped the rights to some of their back catalogue, huh?

To celebrate their release at bargain budget prices, we're taking a look at the best Kixx/MicroProse games, and we've even got some to give away! Eyes down...

## STUNT CAR RACER

■ What a game — four years old and it's still as much fun as the day that it was coded! Programmed by Geoff Crammond (of *Formula One Grand Prix* fame), *Stunt Car*



# XL-ENT!

**K**ixx XL was launched in November 1992 to cater for more serious gamers. 'The XL label allows us to market quality products at budget prices,' said a Kixx spokesperson. 'These games retail at a much higher price when first released, so they're just as big a bang as the normal Kixx range.'

How true. Bigger boxes also allow nightier manuals and dozens of disks. At last fans of fight sims and adventures are served by a budget label! MicroProse especially have a reputation for comprehensive manuals that maintain the size of small roofing slates, and it's a sacrifice to see 'em cut down to a budget-box-friendly sheet of microscopic print. Thanks to Kixx XL, they no longer have to be.

## F19 STEALTH FIGHTER

■ When this game was first released the Stealth games were very hush-hush. The Pentagon denied their existence and half the Arizona desert was cordoned off when one crashed. This didn't stop toy companies selling model kits and die-cast versions, though. MicroProse used the photo on the F19 box as of the actual plane and not a Cessay toy, but we have our doubts — test moosey people blend holes a multitude of sins, but there's no hiding the sheer quality of this game.

Being near-invisible to radar, the Stealth can creep behind enemy lines, taking out strategic targets and photographing

sensitive military installations. A range of weapons are on offer, but choose carefully — if you haven't got the right tools for the job, you're in trouble.

Unlike *F19 Strike Eagle II*, this is a traditional flight sim with a high degree of realism and a far less keyboard controls. These are extremely well laid out, becoming instinctive after a few plays. A key control supplement is included so you don't have to pick through the entire manual to find which key controls the undercarriage.

It's games like this that prove the value of the Kixx XL range. Although more expensive than their usual output (it's £19.99), the MicroProse manual is reproduced in its entirety, though the keyboard overlay isn't included. A great game at a bargain price... well, what are you waiting for?



## FEATURE



Racer is the wildest, wildest driving game ever to hit the Amiga.

Unlike most racers, you don't compete on a track or road — instead you're whisked into a rollercoasterlike descent. Take a corner too quickly and you fly through the air like a Microphone flight sim, but with a predictably heavy landing. If your car's not too badly damaged you can be whisked back onto the track, but you'll start with little chance of beating your computer-controlled opponent.

It's difficult to describe just how good Blunt Car Racer is. It's fast, smooth, and its diverse mini-leagues offer a constant challenge. There's a real modern two-player mode on offer too.



## CARRIER COMMAND



■ This caused a sensation when first released, the first game to show what the then-new 10-bit machines could do with solid 3-D. Set in the 21st Century, your task is to take over a strategically important archipelago threatened by an automated carrier bearing an uneasy resemblance to your own! That's been reprogrammed by terrorists.

Not only do you control your ship, you also have four Marines (aircraft) and Marines (sea-going launches) at your disposal. Arm them as you please, but choose carefully — the enemy have impressive hardware too!

The unique mixture of flight sim, boat sim and strategy cutting makes Carrier Command a real winner, and one of the few games to successfully cross genres. Its intuitive interface (intuitive after a few plays, anyway) stops it getting tedious, and if you don't want a

## RICK DANGEROUS

■ Now here's an enigma... Rick Dangerous is highly acclaimed but seriously flawed. Its army of fans point out the silky-smooth scrolling, instinctive controls and laugh-a-minute presentation, its detractors say it's just a complicated memory test.

A platform game with arcade-adventure elements, your task is to guide Rocky through the jungles of South America, battling bloodthirsty badies (or should that read 'incoherent Indians?') along the way with your trusty stick, faithful hand gun or sticks of dynamite. If you run out, there's a few ammo



dumps along the way (how they got there I don't know, but who cares?). Despite the amount of controls needed, the game demands so many pauses, and clever planning means the

## KNIGHTS OF THE SKY

■ Ever wondered what it was like being a fighter pilot in days of old? Do you tire of letting rip with high-tech missiles as soon as the enemy comes into sight? Do you yearn for a flight sim featuring double-winged aircraft with no radar, no missiles and only a helm machine gun for weaponry? Great — get *Knights Of The Sky*!

tech. By the by, the sad of your pants! feel like no other WWII sim. The planes can be a bit of a case at times, but if Riggles can handle it so can you. After all, you don't have to worry about weapons systems, undercarriage retraction, flare and chaff masking or any of the complex keyboard-operated controls that put arcade-oriented gamers off most flight sims.

*Knights Of The Sky* benefits from an inspired choice of subject matter. Despite being deeper than Barry White's voice, it retains a degree of pick-up-and-play accessibility rarely seen in a sim. If you think flight sims aren't for you, this one just might change your mind.



Featuring brilliant 3-D graphics, a range of Allied and German planes and a genuine feeling of being there, *KOTS* captures the low-



## F15 STRIKE EAGLE II



Take off: Release at 0900 090 1986  
Armory: Turn Forward Tankers ONC 1024  
Secondary: ONC 1024 at 1000 100 090 1986

# KNIGHTS *of the* SKY



# PLAY NOT PAY! TOP GA



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[illegible]

**Amiga**  
**FORCE**

**FLYING HIGH  
ABOVE THE  
REST!**



long game there's an action mode on offer too, but make no mistake — it's NOT a shoot-'em-up! Buy it.



## RICK DANGEROUS II



■ More of the same, this time with our intrepid hero exploring a chaotic underworld, the ice caverns of Friesland, the forests of Vegetabilia, the

## FEATURE



atomic mud mines and finally the Fat Man's cavern on the planet Bart.

The subtle atmosphere and pointed control method of Rick's earlier offering are preserved, but AD&D is far superior in its presentation. The action deaths are far less common (though by no means absent), there's more to do (you get to affect things, rather than just reacting to them), and you can start on any level you like.

Again developed by Core Design for MicroProse's now-defunct MicroStyle label, Rick Dangerous II is a genuine budget bang.



numerous joystick positions soon become ineffective.

The main criticism of Rick Dangerous is that it relies too heavily on unseen deaths — walk along, make a leap in the dark, fall on

some spikes, die and restart a few screens earlier. Now you know the score:

you can avoid the aforementioned spikes and play on until you fall the next unseen death. Repeat until completed. This criticism certainly holds water, but the game wins out because of its brilliant humour.



## RVF HONDA

■ Another game formerly gracing the MicroStyle label, RVF Honda is one of the best sports-based bike sims ever seen.

Boasting a high degree of realism (quite genuine — it is a MicroProse game after all, for once you actually have to slow down to take a tight bend [don't laugh — it's amazing how many drivers let you rip round at full tilt]), the bike handles like a dream, but crash too often and performance is impaired. You can always climb back on your bike and let it rip again, but you might find you're a couple of gears missing, minus a speedo, etc.

With practice you can really fly round the tracks, but the computer-controlled opponents

are no pushover — don't expect it to be easy. Even if you screw up, you keep coming back, for more. RVF's blinding feeling of speed and grab-you-by-the-gonads atmosphere make it one of the most underrated games of all time.



■ Let's face it, flight sims aren't for everybody. There's no hope for dedicated shoot-'em-uppers who think Afterburner's a flight sim. However, if you like the idea but not the complex controls, F15 Strike Eagle is for you — it's as accurate as you can get while still being a 'proper'



combat. It still has a manual the size of Belgium (it wouldn't be a MicroProse game otherwise) and the mandatory military missions, making it ideal for potential flight sim fans who can't be



bothered to memorise complex keyboard layouts.

Criticism? Well a few punters might resent the lower priority given to accuracy, but they have only themselves to blame — you bought the wrong game, didn't you? A little more

worrying is the limited number of missions, but with four skill levels to master there's enough to keep you going for months. A worthy classic, filling a gap in the market and making a major contribution to flight sim accessibility.



## M1 TANK PLATOON

■ This game's showing its age politically — it's not the Redic time (again), preferring the 'free world' over the Commies (and hence with not an Islamic fundamentalist in sight). It's showing its age in gameplay terms too, but this doesn't stop it being a worthy purchase.

Set in the early hours of World War II (why do war games wait and rehearse using Roman numerals? Just a thought...), you control up to four tanks that can be managed independently or kept together as a platoon. There are several stages on offer, with numerous missions per



## FEATURE

### MICROPROSE SOCCER

■ Not the most accurate of soccer sims, but it's fun to play and at the end of the day (Santitas, that's what really counts).

Designed by Simulated Software, the DOS original was converted to the Amiga by The Electronic Press Co. Although not as good as its 486 predecessor, it's certainly a respectable look-alike and king of the pre-Kick Off soccer games.

Pre-Kick Off? As the odds among us remember, before Dino Dini turned the footy-sim genre on its head most games

glued the ball to your feet as you dribbled. You could still be tackled, of



**GOAL!**

course, but there was no danger of leaving it behind as you roared from the wing. MicroProse Soccer's no exception. Although this takes its inevitable hit on passing (you rarely do — just take the ball, zoning up the field and shoot), the inclusion of banana shots (a real innovation in this day's fast-paced action and an American two-side version makes it a worthy purchase at budget prices.



## JUST FOR KIXX! A BUCKETFUL OF KIXX/MICROPROSE GAMES MUST BE WON!

■ After reading about that little bit I bet you're just itching for a blast on 'em. This could be your lucky day. One lucky reader will win EVERY game featured in this roundup, with five runners-up getting a game of their choice. And what must you do to win this amazing prize? Climb on the roof, stand on your head and whistle "God Save The Queen"! Sit on a railway platform gathering train numbers, then send them to Atari for their latest ST game? Tell crappy jokes like "What's the difference between the Atari Falcon and the Loch Ness Monster? Some people say they've seen the Loch Ness Monster!" Hahaha... Just answer these simple questions...

1. Who programmed Stunt Car Racer?
2. Who designed MicroProse Soccer?
3. When was the Kick XL label launched?

■ If you're stuck, you didn't read the feature properly, did you? Go back and do it again. Answers on a postcard, to arrive no later than 15 September 1993. Any entries sent on plain black postcards with [sig] 'Blackpool by night' embossed across them will be recycled as firefighters. They were funny when they first came out, but the joke's wearing VERY thin.



Don't get me wrong, Midwinter's an excellent game, but doesn't quite live up to its world-beating reputation.



### STARGLIDER II

■ A tiled polygon-based blaster in the Elite mould, Starglider II was once considered a classic among fans of the more cerebral shoot-'em-ups. Five years on it doesn't look quite so



impressive, but it still puts up a fair old fight. As the pilot of an iconic craft you patrol the planets and moons in the Solaris star system,



controls are a dream to use, and for once it's not all blast, blast, blast — maybe it's not quite as deep as it pretends to be, but it's far from being a mindless shooter. Oh, it's showing its age a bit now, but it's still worth a look — especially if you're a fan of Elite's control elements.

crossing lasers with an evil race of pirates called the Egonas. The extremely instinctive mouse



stage. After the easy, introductory training stage you face a series of small-scale skirmishes,



gathering in intensity until you're plunged headlong into the heart of the war.

You can manoeuvre your high-tech hardware around the map using the

mouse, or opt for an inside-the-tank simulation approach. A combination of both works best.

My Xarc Platform is far more strategic than the usual simulation. The map screens in particular look very war-gamey, and the introduction of indirectly controlled vehicles put a whole new perspective on the game. Signs of the game's age include the 3-D being a tad slow, and a lack of bells compared to Pacific Islands or War in the Gulf. For all the caveats, though, the heart of the game's there and that's what matters.



### MIDWINTER

■ When first released, Mike Singleton's Midwinter scooped every award going (with the possible exception of the OBE). I can't think why it's a (good) game and a superb technical achievement, but not quite the classic it's made out to be.

Set on an arctic island, the aim of the game is to travel from town to town recruiting troops for your crack assault team. When you think you're strong enough you attack, hopefully freezing the enemy HQ. You travel between towns by skis, snow buggy, cable car or even hang-glider. Some modes of transport are quicker than others, but all allow you

to park in amusement at the use of light-sourced polygonal graphics.

Midwinter's really a series of gametypes that don't sit together entirely convincingly. Strategy fans will admire its depth and challenge, but there's no hiding the fact that there's often very little going on. Also, if you know the trick there's a very easy way of completing it.





Due to popular demand, here is the official AMIGA FORCE tuckshop, where you can order shorter clips, hamburgs... whoops, maybe not, but you CAN order all these AMIGA FORCE back issues that you might have missed, including that elusive Issue 1. Watch out for more special offers next month!

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## 688 ATTACK SUB

### The Hit Squad, £12.99

**P**ing... Enemy warship overhead, sir... Ping... Turn off engines and hope she doesn't find us... Ping... She's releasing depth charges, sir... Ping... **RESPON!** Bombs are thrown across the deck as the sub wrestles with the waves. Whoop-Whoop-Whoop... Man the sternjets, put the dodgers in the water, all caps to wherever, and coffee to wherever, all caps to wherever, all caps to wherever, all caps to wherever.

Just when all looks lost, the captain has a brilliant idea... fill the torpedo tubes with broken furniture, laundry and other assorted junk that float them into open waters. Needless to say they float to the surface and make the enemy think they've scored a direct hit. This dodgy scenario is bread and butter for '80s TV movie scriptwriters, but (thankfully) isn't possible with 688 Attack Sub...

### Easy to order

Like many strategy games, 688's main strength is also its potential weakness, ie its accuracy. Not because it's too complicated to be fun. No, sirree, despite its tremendous depth (no pun intended) and comprehensive controls, its intuitive interface makes it very accessible. You can switch between several different work stations, giving orders regarding sonar and periscope surveillance, speed, depth, weapons, navigation... just about everything, really. You might have a huge urge to command that you never feel that sections of the game are playing themselves.

No, the main trouble with 688 Attack Sub is

that, true to life, you have little visual contact with the enemy. When tracking them on sonar, for example, they appear as letters on a confused map. To attack, you must surface to periscope depth before letting loose the torpedoes — you can watch the fireworks through the said optical instrument, but for most of the game you have to rely on your instruments. Is this a major (if inevitable) misadventure? I think not. With loads of missions and a great 'getting you started' option, 688 is atmospheric and enjoyable. It won't be everyone's meat-and-potato pie, though.



### TIP TIME!

Finalise yourself with all controls and always keep a weapon armed and ready.

**You have little visual contact with the enemy**



As the risk of sounding fairly underwhelmed, I'm going to be as constructive as possible in this comment. I'll try not to mention the way 688 really doesn't get the admiral firing his will in any way draw attention to the fact you simply don't get the impression of cutting beneath the waves with a billion dollars of high-tech military gutters at your disposal. In fact, it's the hundred words or so I have. I shall endeavour to skate around anything resembling lack of excitement and state quite simply... this is pure strategy for no-frills (or should that be 're-frills?') strategists.

**Simulation fans will enjoy this accessible game's arm, depth!**

**83%**



### The Hit Squad Platinum, £12.99

**O**n its initial release MSX-2B Futuram got lukewarm reviews. '324.89's too much for two missions', screamed the magazines, 'and the presentation's sparse too'. Both comments are undeniably true, but at £12.99 they're less of a problem.

I've said this before and I'll say it again... I've never flown the plane in question and I can't stand magazine reviewers who write as if they have. All I can do is read text books and learn all I can about the plane's performance and use this as a yardstick for judging the sim's accuracy. Not ideal, but it's the best you can hope for and far more than most magazine bother doing. Now I've got that off my chest, let's get on with the review.

MSX-2B's five missions won't hold you forever, but contents-wise they're extremely

**The update and**

# HOT R

### Fox Hits, £9.99

**B**room. Broom. Boop. Broomboom, swoosh, wup wup baby like cutiefluff. Car bimby gun'ner it's not a heap of motorcycle shenanigans, all in glorious split-screen technicolour. Look at the simultaneous multi-motion magic on offer. It's in this, it's in it. Thomas Cook don't do it we stay here. 'It's boop' I say with a smile. And what with Lotus zooming around the once green and pleasant office a mere four weeks past, we've now gotta do the whole carboodle again on two wheels and a song. Speaking of which (and I say that most sincerely), the sampled intro music got me a groover for sure... hit that wuh-wuh one more time boys, yeah.

After digging that sound, my eyes were led to beaded on motion screen console in its presentation and allowing for the selling up of a game. Controls were first class with in allocating preference for joystick or keyboard. Then I asked my monster machine... one of four, so I chose green. On with the options: training, single race, championship, all were for my personal and enjoyment should I so choose and, cackling sanely, I believe I chose well.

**two mode w**





■ (Right) Watch your landing (and flying) from any angle you like.

# MIG-29 FULCRUM

varied. Blast of wells and nuclear bunkers, engage in air-to-air combat in China, take a few snapshots in the Arctic and strike a convoy of terrorist trucks. The final mission (the nuclear reactor) can't be entered until you've built up your score on the first four.

screen  
feels fast  
smooth

## Plain flying

There's a survivable pilot's record, but no weapons selection — you start with the same mix of cannons,

unguided rockets and missiles every time (perhaps this is a feature of the MIG — I couldn't find out one way or another, but I doubt it).

The game itself is fun to play. The screen update's fast and smooth, the missions varied and interesting and the plane's instrumentation's an accurate interpretation of

the MIG's. You have to be fairly heavy with the controls, but again this is an attribute of its aeronautic inspiration.

One very serious flaw is that on an ordinary TV the HUD (that's Head Up Display — the green lines in the middle of the screen) is difficult to see. Keep twiddling the contrast and brightness controls and you get there eventually, but it's definitely a game that looks better on a monitor.

MIG-29's lack of missions is less of a problem at budget prices, and its lack of weapons selection's a positive advantage for beginners. If you're looking for a straightforward fight sim that's accessible without being too arcadey, look no further.



**TIP TIME:** Use a mouse or analogue joystick. Ordinary sticks just don't measure up.

Initially I was disappointed with the basic look to MIG 29. The main cockpit dials look like the interior of a Fiesta, and the scenery is, at times, seriously lacking in detail. Compared to other flight sims, MIG's just too shallow in many areas. In all fairness, the main game is very easy to get into — there's no encyclopaedia of instructions to burrow through — making it ideal for novice pilots with a fear of heights. Aerial veterans, on the other hand, will be soon get restless — especially as there are only five missions to undertake. It all depends on what type of person you are. If you want a simple — and very fast — fight sim then look no further, but if you like spending hours just rearing the boot-up into... be gone. ■



■ Not as complex as some flight sims, it's a great intro for novice pilots.

83%

# RUBBER

## Cold rhubarb

All well and good, as far as I progressed through the miles with the greatest of ease. Out then I went, onto the tarmac, for competition to commence.

My first few races were to leave me in utter befuddlement as the joystick proved a less than satisfactory implement for influencing the movements of my bike. With resignation, then, I selected the keyboard and to my surprise things improved strikingly with far more subtle control available.

Despite the very odd-looking graphics, *Rubber* isn't all that bad, though the two-player mode is rather weak. Not only does one player have to muck around with the clumsy joystick, but player two's screen requires the one-player mode's map — vital for anticipating upcoming bends.

Plenty of tracks don't make up for lack of gameplay and graphical variety.



■ Hit the grass at speed and you fall off your bike.



Oh dear, I think this game has finally driven me completely round the bend. Maybe. It's not that everything when the bike goes veering off the side of the slightest joystick movement. When I did get to grips with the controls, I found winning races a doddle. Your bike is much more powerful than the others, so you can even get away with a few crashes and still win. With gameplay so silly, the two-player mode's just as dull. The penultimate race isn't a patch on No. Second. Price of death: RVT Honda. ■



■ Not *Rubber* sounds very exciting, but your mouse is hard to control and keeps sliding all over the place.



■ Howhere near hot enough to burn any rubber.

51%



**TIP TIME!** Use the keyboard as joystick control is far too cumbersome.

## BUDGET BARGAINS

## THE IMMORTAL

■ The Hit Squad  
Platinum, £12.99

**B**efying its arcade-adventure appearance, The Immortal is an unusual blend of isometric graphics and borderline PDP-8s-and-society adventuring. I'm not a great fan of the aforementioned genre, but I have Legends Of Katsur, but it's not something that grips me in the way it does others. So I think The Immortal's crap, right?

Well, not quite. Disregarding the plot, the game's a fairly linear adventure. Its gloomy rooms and corridors scroll with you as you roam, but should you go through a door the game flows into the next location. Littered in the rooms that make up The Immortal's seven levels are various objects and creatures, contact with which can have several different outcomes. For example, finding gold makes

you richer, bumping into a golden result in a fight — all fairly obvious stuff. There's a certain amount of object manipulation, but as a rule it's not too hard to figure out your next move.

## Immortal looks

The Immortal's real charm is its graphics. They're hardly award-winning material, but seeing with character. Everything is animated, and the attention to detail is admirable. There's even an amount of gameable to match, but the entire package is almost crippled by a few annoying flaws. For a start, it's too easy to die. Combat is simple (when you know how), but traps and tricks catch you out with annoying regularity. Once you've got past one once, though, you'll know how to do it again — I used to think Dragon's

Lair (the interactive 'game/cartoon') was limiting in that respect, but The Immortal takes the cake, lawsuit and all...

**Traps and tricks catch you out with annoying regularity**

So, there you have it. If you like games that involve lots of tedious repetition of actions and tasks to get to where you were before you died last, you'll like The Immortal. Granted, there are codes for the seven levels, but it's all a matter of patience. I haven't got that much, so I'll

give this Hit Squad release a small recommendation, if ya like this sort of thing...



**TIP TIMES!** If you get stuck, look at the screenshots in the manual, one of them gives away a code to a later level!



## CRYSTALS OF ARE

■ Games Worth  
Playing, £12.99

**A**n RPG, at ya!  
Another one of them flat-screen-driven wonders packed with unpronounceable place names and nasty goblins. He hum, I suppose the plot is always a good place to start so, in easily comprehensible fashion, I shall relate to you the background story one.

It's the aged-old evil magician, bringing down pestilence on the world and only by recovering some

mythical crystals can the land be freed from his power! scenario. And (black, horror) that's where you, as the elf prince Janel, come in.

Before your quest, you select a five-man team and customise each member to your liking. These types of character are on offer:

Magicians are comparatively weak but have the advantage of spell-casting abilities. Rangers are useful scouts, moving quickly across terrain to bring back news of potential dangers. Warriors are (obviously) best suited to fighting so it's essential to have at least a couple of these in your posse.

**Conflicts are determined by a 'dice roll' system**

## World of adventure

Your main 3-D view is always through the eyes of Janel, with the other members of the team manipulated on the map screen. Moving Janel around the game world is easily done by clicking an on-screen direction arrow. Some terrain is impossible to plan your route via the map for speedy movement from place to place.

Every so often a message will flash up informing you of an enemy close by. You're then asked to either run away or stand and fight. Choosing the latter takes you into the battle sequence. Conflicts are determined by a 'dice roll' system in which each player takes turns to attack. This will either be blocked or result in an injury for the victim.

Not being an avid roleplayer, Adams didn't really do much to change my mind. It all looks





■ More of an RPG than an arcade adventure, *The Immortal* features plenty of fighting (Left) and character interaction (Below).



■ Nice gloomy atmosphere, but too samey to be a classic... The battles are pretty neat but I can't help missing the gory battles added to the later Mega Drive version.

The game suffers from Rick Dangerous-like in that too many hazards are unseen until you fall foul of them, turning the game into little more than a memory test. Still, it's far less linear than the aforementioned game, and sudden deaths occur far less often.

Not the classic it once was, but a reasonable purchase at the price. **IAN**

■ Not a bad adventure — if you've got the patience.

**70%**

# BOREA

pretty enough with attractive woodland graphics, but there's just not enough depth of play or character manipulation. For the money I can't see it appealing to the hardened fan. It may, however, provide an accessible introduction to the genre for the uninitiated, being easy to get into and simple enough to play.



**TIP TIME!** Use your team to scout the area — it saves time wandering around.

■ Hmm, not a great RPG by any means. It takes far long to respond to inputs, making exploration a chore rather than a pleasure. Still, its bulkier map is far superior to that in its sequel, *Magia*, and I prefer its more strategic combat without to later real-time efforts, though its presentation leaves a lot to be desired.

The graphics are adequate and the plot makes all the right Dungeons & Dragons-inspired noises, but the slow response time implies what could've been an acceptable game. **IAN**

■ Hardly the best RPG around, but not too bad for beginners.

**60%**

## BUDGET REVIEWS



# HARLEQUIN

■ GBH Gold, £9.99

In my time, I've played games that allow you to fire all manner of weaponry at assorted noodies. *Harlequin* arms you with harts. It's cute and it's weird. It's a platform game. Also, unlike others of its genre, there's more to say about the game than just that. It's still boring, though.

*Harlequin*'s not as fast as *Zool*, colourful as *TicTac* or as unrestricting as *Assassin*. It sees you bouncing around the levels, collecting power-ups, switched objects and flicking switches to activate platforms and more scenery. It's big, polished and complemented by a selection of novel power-ups. In fact, all the necessary ingredients are included.

Its most impressive offering is the ability to save and load your game position at any point. This saves endless tramping through levels already completed — something I hate — and the programmers should be firmly patted on the back for being so considerate. Speaking of which, congratulations to the person who included the option to turn the music off...

**Don't shoot — we're cute!**  
The graphics, although a little bland in places,

are of a generally high standard. When your assorted assailants are dispatched, they explode in showers of stars or big pink bubbles (or that section's equivalent). Each level has its own feel and look, although the landscapes are a bit nondescript. Also worth a mention are the limited power-ups, from the Space Hopper (remember those?) to an umbrella that allows you to drift safely to the ground.

*Harlequin* includes all the classic elements of favourite platform games, and adds its own tuppenny-worth. Everything's there, from moving platforms to ropes to swing on — and switches galore. Yet, I'm bored. I've played it solidly for a while, and I'm not impressed. It just doesn't grip me in the slightest. I'm in a state of non-grippiness.

I'd expected so much from *Harlequin*. I'd heard people rave about it — some to the point that they believed it to be 'the best platform game ever'. If not liking it that much makes me a cold fish, then so be it. I like to be able to say what I think — and I think I'd like a game of *FlakBack*...



**TIP TIME!** Always save the game after completing a hard task.

■ (Below) *Harlequin* is dressed in a patterned Lycra catsuit from the new collection... we recommend Das Color for washing that one, Gerry!



■ 'The strangest game ever!' screams the packaging, but underneath the word screams *Harlequin*'s not that different from any other platform romp. There are some attractive weirdly spiky and strategically backdrops, but the leaping action is nothing special. Indeed I found the hero hard to control at times, especially in mid-air, and my frustration was only eased by the handy save-game option. *Harlequin* isn't a bad game for the money. It's just not that good.

■ Not bad for platform fans — just don't expect too much.

**70%**

# BUDGET REVIEWS

## BUDGET BARGAINS



Deadly bridges — disappears when crossed



# BOSTON BOMB CLUB

■ Games Worth Playing, £9.99

Now there's a solid one and no mistake. A maze-driven puzzle with distinct Pipe Mania overtones, the aim is to get at least one of the level's many bombs from the bomb-dispenser to the target. Let one explode on the table, either through collision or neglect, and it's "game over".

You get the bombs from A to B by clicking on the various tiles. Circular crates rotate through 90°, repositioning the pathways, and on square tiles the silver barriers move to block another channel. Tiles cannot move horizontally or vertically, and you've no direct control over the bombs — they roll along relentlessly, Lemmings style.

### Clever devices

Boston Bomb Club boasts some wonderful graphics effects, such as the man reading his paper over the table, blocking your view of a couple of pieces. Keep your eye on him and you could catch a glimpse of the as he turns the page. On later levels yet more devices creep in,

like a baby crawling across the playing area. Controls are intuitive and you get a definite sense of achievement (and a chuckle) as the time is outguessed on a bomb that's reached the target. Even so, the game as a whole is a bit of a missed opportunity.

There's hardly ever more than one or two bombs on the screen. A few more would offer a real challenge, trapping bombs while others jostle, etc. As it stands, you tend to follow a bomb until it hits an obstacle, remove the obstacle and wait for its return — repeat until you've got one through. Also, like most puzzles, gameplay can get repetitive after a while.

Boston Bomb Club is a fine game with heaps of thrills, but even at budget price it's by no means a classic.

**TIP TIME!** Keep your eyes two tiles ahead of the bomb — make sure it doesn't fall.

■ A fair puzzle game — at least it doesn't cost a bomb.

**78%**

Puzzle games come and go, rarely do they stick in the mind. As with so many, 1991 is mildly playable at best but ultimately forgettable, largely due to unclear graphics. This kind of game requires the ability to sit at a glance what needs to be adjusted and where, but the colour scheme does a pretty good job of conveying everything of importance. Additional challenge — yeah, right! Despite fair presentation and some neat ideas you won't find yourself coming back, as you'll have seen almost everything there is to see within half an hour.

Disposable only.



# MYT

■ Kixx, £9.99

Welcome to a time long past. The story goes that a band of pagan spirits, wandering the universe for centuries in search of a place to revere their

evil, have happened upon the Earth. Not the Earth we know today, of course, but the mystical world of the ancients, a civilisation ruled by superstition and higher forces. So, getchu self a snazzy Don King haircut, tipping tons and well — and affluence, then you're ready to tackle some of the nastiest myths in history, '92 see the hero — that's you that is. For 'tis another of the 'only one man has the strength/courage/tenacity' (delete as appropriate) to save the world' kind of games.

This hack-'em-to-bits epic takes a disturbing journey through the legends of Greek lore as you do fence battles with walking skeletons, flying demons, not to mention Satan himself — and that's just Level One! Later confrontations pit you against huge dragons and the terrifying Medusa (she-of-the-septalian-hair), to name but two.

Great in all... are 5... fore...

# PROJ



■ Team 17 Classic, £12.99

When first released, everyone expected Project X to be the wildest, wackiest, most wonderfully wicked blaster EVER. One or two awful maddies put paid to that: it was impossibly difficult, and when you died you lost all your power-ups. Bile the dust in a particularly tricky section (ie anywhere in the game) and you might as well quit — your once-more weedy draft has the life expectancy of Alan Sugar on the Spurs benches. So the game's a disappointment, right? WRONG.

Team 17 have realised it for

Yo long your arsenal yo

# H

## Epic atmosphere

Play is of the leap, slash and puzzle variety, fairly standard stuff but enhanced by sparkling presentation. In fact this is one of the most atmospheric games about as far as it goes. Graphics in all locations are suitably foreboding, especially around the longshot with lightning flashes providing your only light. What really sets it off, though, are the swirling FX. From the hideous tentacles of the damned in Hades to that softly spoken maiden on Olympus, you'll not find a better atmosphere of suspense and sounds anywhere.

Having said that, I have my reservations about the puzzles. They're not all that logical, to put it politely. One very annoying feature is the way special weapons required for specific tasks occasionally run out and can't be replaced without losing a life to reset the level.

If you think you can stand occasional frustration and a little lack of freedom on the relatively small levels, then *Myst*'s more than worth a bash. If only for the marvellous aesthetics. Nevertheless be warned — it's as much a demonstration of the machine's capabilities as it is a game.



**TIP TIME!** Look before you leap — landing platforms don't always present themselves.



# JECT X



budget release, making it a worthy contender for the Amiga version of the heavyweight shoot-'em-up champion of the world.

## The hard stuff

Set across five lightning-paced levels, if *Project X*'s 32 colour graphics don't draw you away you've forgotten to switch your monitor on. Power-ups are awarded for blasting big badies or clearing entire waves of smaller foes. Collecting a 'P' advances the power-up indicator at the foot of the screen. To activate the currently lightnited weapon, hit space or (hush!) your joystick's second fire button. If you have one. You no longer lose your entire arsenal when you die, but if you've enhanced your chosen weapon by



claiming it over and over again, the improvements are forfeited. If you're exceptionally crap, the rookie mode now lets you get to Level Four, and Team 17 have committed it onto three disks to reduce swapping.

So does it make a difference to the gameplay? You bet it does — it's still harder than looking at James Price's hair without triggering, but now it's challenging rather than frustrating. Varied, well thought-out attack patterns and a whole host of excellent advantages make for rapid addiction. Is it the best Amiga shoot-'em-up ever? Does it outfly *A-Type 2* and blast the bugs out of *Apocalypse*? The jury's still out on that one, but *Project X* is now cheaper and better.



**TIP TIME!** Take the 'speed' power-up straight away — you'll need it.

## BUDGET REVIEWS

It's no myth that this is one of the best arcade adventures on the Amiga — and at this price it's one of the bargains of the year. For once, slick graphics and first-class sound are complemented by equally excellent gameplay. The varied levels are incredibly atmospheric with some superb mythical monsters presenting a tough challenge. And I just love that nice woman who keeps saying 'come closer' — blimey, the Amiga was made for samples like that. *Myst* is a timeless classic to keep you playing for an era. Buy it.



■ A technically stunning arcade adventure with good, tough gameplay.

**84%**



■ Some would argue for this being the best Amiga shoot-'em-up ever, though it has its drawbacks. Sure there's the spring FX, gorgeous backgrounds and dandy series, but the difficulty levels are extremely large and, although you're allowed to start on the highest, reached so far, a lack of power-ups mean you've gotta slog through earlier ones again next time you load. Even so, there's some of the best power-ups you'll see (not just when you die — pause the Lord) and it's immensely addictive stuff. Deliberate skill levels avert frustration to earn a thorough recommendation. Buy it.



■ A prime cut and important enhancements? — are we dreaming?

**90%**

no no  
gr lose  
venture  
and when  
die





remember passing out, but you're now trapped in Helvera's

You've just obtained a scroll in Helvera's mansion. Light is scattered in the dark. You're in a room with a wall. The walls are white. There are no windows. The floor is made of stone. The walls are white. There are no windows. The floor is made of stone. The walls are white. There are no windows. The floor is made of stone.

It is so beautiful. You are standing here in Helvera's mansion. You have just obtained a scroll in Helvera's mansion. Light is scattered in the dark. You're in a room with a wall. The walls are white. There are no windows. The floor is made of stone. The walls are white. There are no windows. The floor is made of stone.

You are in a room with a wall. The walls are white. There are no windows. The floor is made of stone. The walls are white. There are no windows. The floor is made of stone. The walls are white. There are no windows. The floor is made of stone. The walls are white. There are no windows. The floor is made of stone.

What? What? SAY YES!

## HELVERA — MISTRESS OF THE PARK

■ Junior Productions (53.99, Unwinnable)

If you think all 15-bit adventures are mouse-controlled, think again. There's a whole lot of home-grown games in the Infocom mould: adventuring as it used to be, with short sentence inputs and no pretty pictures. Is this a good thing or a bad thing? I hear you ask? You decide.

After a quiet day in the park, you set out for home when the fog descends. You can't

Helvera's mansion, a dark and dangerous place that's full of magic and mystery. Author Bob Adams's wicked sense of humour is in evidence throughout — look out for a few tongue-in-cheek references to other games too. The puzzles aren't too difficult and are always logical, and the short location descriptions make the game ideal for those who don't like reading screenfuls of text.

Unfortunately the programming utility (AGT) causes a few quips, eg you can't manipulate an object in the location description unless it's also listed as being present ("You also see..."). To make matters worse, the program insists that it can't even think! There are a couple of minor bugs too, but nothing that interferes with the game.

Helvera is an excellent adventure, with logical puzzles and strong humour (you'll wet yourself when you realise what the spheres actually are). If you've never played a text adventure, now's your chance — at three quid you're hardly making a fortune, are you?

## FWUFF

■ Roberta Smith DTP (90p)

Zzz... Zzz... Zzz... Uh, excuse? Oh sorry, I fell asleep in front of my Amiga again. Not surprising considering I was playing *FWUFF*.

A multicoloured AMOS extravaganza, *FWUFF* is basically Solitaire (the board game). At the start of each level, the board is filled with your troops — remove them by jumping one over another. Caughta style, the aim being to leave as few as possible on the board.

Personally I can't see the point in converting board games to the home computer unless you can offer CPU opponents or mutate the player from tedious table-checking, etc. Obviously neither of those points apply to a simple one-player-only game like solitaire. To be fair to the author, he's tried to make it different by varying the shape of the board and adding extras like fish to collect, but this doesn't stop it being a totally pointless conversion.



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Well that about wraps it up for this month. If you have written a great Public Domain game, or run a PD library, please send your disks in to the usual address. We're always on the lookout for new talent, and you could be a star!

# AMIGA

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# FORCE mail

With **Tipz Bits** getting its own separate section (page 78 onwards), the letters column is now officially a tips-free zone — if you have any tips or queries, please bring 'em in a separate envelope addressed to 'Tipz Bits'. As usual, the sender of **Force 9 Mail's** best letter wins a year's subscription to **AMIGA FORCE**, so get scribbling for next ish. And while we're at it, more readers' art would be appreciated too, otherwise the **A-Team** have threatened to do a few doodles themselves — aaargh!

## NO JOY(STICKS)

Dear **Force 9 Mail**  
Could you tell me where I could get Mouse Trap? It came with my old Amiga 500 but is broken, and does it work on my new Amiga 1200?

I have been looking for some new joystick. There are only two I like, but I can't buy them without joining a club. I would be grateful if you send me their list free since I'm on a low budget. The joysticks I want are the Quickshot 128F Mayfield 1 and the Quickshot 127 Starlight remote controller with two infra-red joysticks. Thanks you.

**Sevin Joyce, Ealingdon, B'Ham**

## YO HO HO — IT'S NOT FUNNY

Dear **AMIGA FORCE**  
I wish to make a comment to the general public via your splendid publication.

The Amiga software market is currently under serious threat from what is sometimes considered too small a problem to worry about: Software Piracy!

I have approximately six Amiga-owning friends, and know of tens of others, and is it of all these people I am the only one who refuses to copy games (I am sometimes ridiculed for this). The only original games that these people own are the ones that came free with the machine!

I speak as an ex-pirate who gave up the crime after going into a computer shop and finding

that it only sold console games. The shop owner said that his Amiga games just did not sell, but his console games sold in droves, so he dropped the Amiga software completely.

How take into consideration the fact that there are thousands more Amigas out there than Sega or Nintendo, and the fact that cartridges cannot be copied.

The way that games are played is as follows: Some clever person buys an original game, copies the protection code so that it can be copied, then copies it for all his mates. These subsequent copies are further spread between friends and through the post. If you read the classified adverts in some computer magazines, you will find

■ Cheeky scamp! If you want joysticks, you can buy 'em like everyone else. As for Mouse Trap, it's available on Priam's Pocket Power (not at just £2.99 (Tel. 081 654 8105)).

**Phil**

## DIY GAMES

Dear **AMIGA FORCE**  
I am writing to ask your advice. I have just sold my Commodore 64 with all accessories and would like to buy a software package for my Amiga 500 which would enable me to attempt to make my own games. Please could you send me a list of the best, along with prices and addresses which I could get them from.

Also, I failed to buy the first four issues of **AMIGA FORCE** and was wondering whether you could send them to me a knockdown (about £1) price.

Oh and congratulations on an excellent magazine. Please could you reply as soon as possible. Thank you very much.

**Lee Lightton, Newcastle, Staffs**

■ You don't specify what sort of games you want to create, or whether you can do any programming. For non-programmers wishing to create arcade games, **Shoot 'Em Up Construction Kit** (CD-32, GSH, Tel. 0742 753403) is the best bet. A good adventure-writing utility is **4017** (available as shareware from various PC formats). If you can do a bit of programming, **AMCM Pro** (049-06,

Surgeon, Tel. 0625 899033) is an excellent programming language for creating all kinds of games.

**AMIGA FORCE** back issues can be ordered from the section on page 47 — so you can't have them at a knockdown price!

**Phil**

## DISK-USTED OF MANCHESTER!

Dear **AMIGA FORCE**

At last a magazine without any free discs on the front, filled with useless demos of games I wouldn't dream of playing, let alone buying.

Anyway, when are software companies going to realise that the majority of Amiga owners don't have hard drives, extra drives and codes of memory (although I have).

For example, **Historyline 1914-1918** is a great game but if you don't have a hard drive you've had it. Even the makers of the game recommend you don't view the battles, because they take too long to load. All these

More artwork from Halesowen's prolific **Andy Jones**. If you want your pretty pics printed, please send them in for next ish!



**amiga  
FORCE  
Letter  
FIVE**

compact disc. Of course this would be unthinkable at the moment, but I envisage a time when new Amigas will be bundled with CD-ROM, the

same way that today's Amigas come with 'MOS as standard, whereas they used to have only half a megabyte. What do you think about this subject?

**S Edwards, Aylesbury, Bucks**

■ There's absolutely no doubt that the Amiga software market has been damaged by piracy. Some software houses and programmers have started to concentrate on console games, obviously not due to a lack of Amiga owners, but



## COMPATIBLE CALL

Dear AMIGA FORCE

I treated myself to an early Christmas present last year, an A1200. It's the first time I have owned my own computer, and I think I've bought one of the best on the market.

Being new to the computer world I thought I'd buy myself some magazines to see about the software on offer. The first magazine I bought was AMIGA FORCE and I never

looked back.

I like the new percentage ratings for software and I know I can trust your judgement, but can we have a compatibility bar to see what the software does and does not work on? I know in issue 8 there's an A1200 software guide but some other old games work on the 1200, especially if the CPU is disabled and the original chips are used. Keep up the good work on the playing tips and

cheat cards (when will FGB be 95%? They're really useful).

J Brooks, Barnsley, 5 Yorkshire

■ Congratulations on buying an A1200 — and AMIGA FORCE! As you can see in this month's reviews, the info box now tells you whether the software is A1200-compatible.

A1200 tips are too long to be included on the cheat cards, but if you write into Tips Box with any problems on it we'll be glad to help.

Phil

great graphics for hard-drive owners only is a bit unfair.

Some computer magazines are just as guilty, when they review a game on their eight-drive, sixteen-voice wonder machine and say it's great, but when I rush out and buy it I spend the

rest of my life disk-swapping. What do you think?

Mike Taylor, Fallowfield, Manchester

■ A very good point, Mike. From this issue our reviews list you the number of disks the game comes on. And if there's a lot of disk

swapping/accessing we'll make sure we mention it. After all, there's nothing so annoying as staring at a static screen, listening to the horrendous musical sounds made by the Amiga data drive.

Phil

## CRUSHING BLOW

Re: the Body Blow review in issue 5. As a right better than STREET Fighter II, eh? Phil, this isn't a patch on Amiga Street Fighter II. Why didn't you tell us that you can only choose from just four characters? And as if that wasn't bad enough, two of them are the

same (Phil and Dan).

Yes, Phil. Chris and particularly Mike were all guilty of not simply saying 'unfortunately, you only choose from four in one-player mode'. I counted 21 screenshots on that review alone — come on guys, you could leave out one or two and fill us in a bit more.

Body Blow has less moves, less fighters, worse graphics and more frustration than Street Fighter II. In two-player mode it's only a good game, but solo players beware! Computer opponents can activate their specials immediately, causing maximum frustration. Lora's Flame Of Buddha makes him invincible, because he is constantly using it. Hard to jump over. Hard to



It's Aston Villa versus Birmingham City — should be a few goals there! Thanks to Andy Jones.

because they're paranoid about their hard work going down the drain due to piracy.

But as you say, it's no good asking people to stop buying pirated games for the greater good — against human nature, I'm afraid. No, the only way to stop piracy is by fanatical copy-protection: to give the pirates a real headache trying to crack it. Although even the cleverest systems aren't uncrackable, at least they keep the pirates at bay for long enough that the game can achieve good sales. Perhaps the most inflexible system yet was the A500 smart card, without which the accompanying software wouldn't work. That mysteriously this was only used by the very first A500 owner.

If it all sounds depressing, take

heart from the fact that nearly every entertainment market in the world suffers to some degree from piracy — even console cartridges. Yet it can be controlled by good anti-piracy measures from software and hardware producers, in combination with tough law enforcement. Organizations like ELSPA and FACT are doing a sterling job to rid the Amiga of its piracy reputation. So it seems odd that a rival magazine has just gone against ELSPA's wishes and reintroduced a classified ads column — as you mention, these are often a haven for piracy.

As for your idea of a CD-ROM Amiga, take a look at the sneak preview of Commodore's new CD baby on page 6 of this issue!

Phil

ride under — you can't even hit him when he's using it! The same can be said for Mike's Fireball. Robson's Driver Killer and Yitz's Speed Of Light. You said they're not too dominant, well that's true in two-player mode, but haven't you tried one-player? It's infuriating!

Sorry about the length of this letter, but I was so mad with the quality of the review that a complaint was the least I could do to get it off my chest!

Brendan O'Callaghan, Co Tipperary, Ireland

■ Blimey, who edited your cage? Maybe if you showed this much aggression playing Body Blow, you might as better! I agree, the game is very tough — but then, a good challenge is what most gamers want. As for the graphics, it's not that Body Blow looks better than Street Fighter II, it's that it looks like a better game. Yes, we should have made it clearer that you only have a choice of four fighters in solo mode, but anyone that has now been changed in the enhanced version of the game, allowing you to select all ten. I appreciate you take advantage of Team 17's upgrade offer by sending Disk 1 and a cheque for £2.90 to Steve Hynes, Upgrade Offer, Team 17, Manswood House, Garden St, Waterlooville, West Yorks WF1 1DX. And if you're still frustrated, by reading the AMIGA FORCE playing guide!

Phil

## GOLF CLUB

Dear Sir

I have just started a club for players of Microgolf Golf, called the Microgolf Users Golfing Society (MUGS) for short. I wondered if any of your readers would be interested in joining. I have permission from Microgolf to use their name and they have agreed to donate a trophy for the national winner. It is only open at this stage to scratch players so that everybody competes at one level.

Providing I get enough support, I propose to run a regional competition over 36 holes and the final stage over 72 holes. I am running this on my own at the moment so finances are rather restricted. Any help you can provide would be greatly appreciated.

If you can see your way to printing this letter and ask your readers to send a SAE to me, I will send them details of the club and a registration form. If this venture gets off the ground I will inform you of its progress and credit you at the final stage with any help you care to give.

Thank you in anticipation.

Andy Jarvis, Hunsdon, Works

■ What a great idea, Andy. Sorry we can't be of any financial help but I hope printing your letter will encourage a host of entries from fellow computer golfers.

While we're on the subject, do any other readers run clubs devoted to games? We'd love to hear from you.

Phil



## YITU



Training gave him discipline, the gods gave him speed.

### SPECIAL MOVES

**Super Leap:** A leap that's so fast, he disappears for a few seconds and reappears some distance away.

**Speed Of Light:** This move enables him to come at you like a speeding train.



### YITU Y JUNIOR

Junior will throw everything at you: jump and avoid any blows coming your way. Low sliding kicks are an effective way of demolishing his energy bar and give him low punches below the belt!

**Recommended Special Moves:** Super Leap



### YITU Y DUO

Be ready for Duo to Earth Tremor, then fly at him with your feet first. The Speed Of Light, is effective on him. Corner him then keep repeating flying kicks. Sliding kicks are helpful if you get stuck in a corner.

**Recommended Special Moves:** Super Leap, Speed Of Light

## PLAYING TIPS



### YITU Y NINJA

Make the most of Super Leaps to confuse this Ninja like a dizzy spider. After this, hit him

with flying kicks. Low sliding kicks are also very effective. A combination of speed punches should drain his energy like a defenceless ladybird (er, yes — Ed).

**Recommended Special Moves:** Super Leap

## SPECIAL MOVES

### Super Leap



### Speed Of Light



### YITU Y MAX

Try and stay in the air as long as possible — this most excellent duke is well and. Your

best means of attack are flying kicks. If you have time, hit him with low kicks. Super Leaps are a good way of confusing Max, giving you time to attack him back.

**Recommended Special Moves:** Super Leap



### YITU Y MARIA

Combine a lot of low and high kicks to wear

her. If Maria responds with a Flamenco Fury, just defend it, then attack with sliding kicks. Flying kicks are another vital weapon.

**Recommended Special Moves:** Super Leap



### NINJA Y LORRY

What a weed. Lorry just fires and fires Flames of Buddha. Duck these and react with Ninja

Death Rolls. Attack through the air, slapping him with your sword. Stay close to prevent him from firing more Flames of Buddha.

**Recommended Special Moves:** Ninja Death Roll



### YITU Y MIKE

Avoid at all costs. Mike's Tornado and Whirlwind Punches — they're really painful. Use

your speed to knock him down. High punches and low ones can round off his ugly face. Be careful using your Speed Of Light, it can leave you very vulnerable.

**Recommended Special Moves:** Super Leap, Speed Of Light



### YITU Y LORRY

Beware of Lorry, he'll fly at you like there's no tomorrow. He loves to throw Flames of Buddha

at you when he does. Super Leap them. Put in a combination of flying kicks and speed punches. If he tries any Spinning Super Kicks, avoid with a low sliding kick.

**Recommended Special Moves:** Super Leap, Speed Of Light



### NINJA Y MIKE

Always keep your distance with Mike. If he comes at you in the shape of a Tornado, use

your Shadow to reappear the other side of him. Aerial attacks are a good method of attacking, especially if he's just recovering from a Ninja Death Roll.

**Recommended Special Moves:** Ninja Death Roll



### YITU Y KOSSAK

Kossak is about the third hardest guy. Watch out when he dives into the ground: when he comes

back up, hit him with a body kick — this should catch him unaware. Combine lots of low and high kicks, and make full use of Super Leaps to avoid any attacks.

**Recommended Special Moves:** Super Leap



### YITU Y DAN/HIK

I can guarantee you that when you plant, Dan/Hik will fire an energy ball straight at

you: when he does, Super Leap it and then hit him from behind. Duck or slide any Super Roundhouse Kicks.

**Recommended Special Moves:** Super Leap



### NINJA Y MAX

Keep jumping around to confuse Max. Attack with flying swords and try to lure him into one

corner. Once you've got this far, keep repeating Ninja Sword Spins to defeat him.

**Recommended Special Moves:** Ninja Death Roll, Ninja Sword Spin

### Ninja Sword Spin



### Super Shadow



### Shadow



### Ninja Death Roll



## SPECIAL MOVES

## PLAYING TIPS

## SPECIAL MOVES

Earthcharge

### KOSSAK



This electric Russian wouldn't win any sprint races, but with his strength who cares?

#### SPECIAL MOVES

**Sledgehammer** Kossak's elbow comes at you like a mad sledgehammer, as if Kossak himself wasn't in control of it.

**Earthcharge** Have you ever accidentally touched an electric fence? Well that's what Kossak's special move feels like (but much worse).

**Driller Killer** Kossak drills himself into the ground, then reappears at the most dangerous place possible: right next to you.



#### KOSSAK V NINJA

Attempt to corner Ninja, then continually use high kicks and low sliding ones. Now hit him with your

Sledgehammer move to knock him for six. Drilling into the ground also confuses Ninja, but it could leave you vulnerable to any attack.

**Recommended Special Moves:** Sledgehammer, Driller Killer



#### KOSSAK V DUG

Aerial attacks are the best way of defeating Dug. This then stops him from taking any energy from

you as he normally relies on ground attacks, which he can put his weight behind. Pound him with high and low body kicks, and also give him a taste of your Sledgehammer.

**Recommended Special Moves:** Sledgehammer



#### KOSSAK V DAN/NIK

At all times try and stay close to your opponent. Keep him occupied with low kicks, especially at

he'll try and tap as many Inner Energy bolts as you as possible. Earthcharges will prevent any real attack.

**Recommended Special Moves:** Earthcharge



#### KOSSAK V LOBOT

As soon as the fight starts, attack with a flying kick. Lobot will always try to defeat you with Flares

Of Buddha. Block his Spinning Super Kick, and attack with a Flying Elbow. Earthcharges are yet again a very useful attack, and also a good means of defence.

**Recommended Special Moves:** Earthcharge



#### KOSSAK V MAX

Keep on the move at all times so you don't don't give Max a chance to get a shot at you.

When he does attack, walling him with your elbow. Flying kicks are an extremely good way of getting to Max, especially if you've already lowered his energy.

**Recommended Special Moves:** Sledgehammer



#### KOSSAK V MIKE

These two men are evenly matched, but you have one advantage: you're heavier. Defend

any moves like the Tornado with a high kick to minimise damage, then produce an Earthcharge followed by a Sledgehammer. Keep repeating these moves to defeat this old dude.

**Recommended Special Moves:** Earthcharge, Sledgehammer



#### KOSSAK V YIFU

Yifu is actually a very powerful fighter. If his Speed Of Light move runs into you, you're history. Always attack through the air, making the best of

flying kicks. Earthcharges stop Yifu from getting too close to you. Jump and avoid any threatening moves he attempts.

**Recommended Special Moves:** Sledgehammer, Earthcharge



#### KOSSAK V MARIA

Combine every single move that you have, from a low elbow attack to a flying kick. The best

and easiest way to defeat her is to trap her in a corner and just keep hitting her. Attack with Earthcharges: these are an extremely good way of demolishing her energy bar, and a good way of finishing her off.

**Recommended Special Moves:** Sledgehammer, Earthcharge



#### KOSSAK V JUNIOR

This Junior biker is a right wing; just do a combination of high and low kicks and watch him

fall to his knees. There's only one threatening move to watch out for and that's The Bits, but you can easily block it. Earthcharges are a very effective way of attacking Junior: they'll put him on his back in seconds.

**Recommended Special Moves:** Earthcharge, Sledgehammer



Sledgehammer



Driller Killer

**Special thanks to our office bully, Milo Jackson, for compiling these tips. If anyone's got any more handy hints for Body Blows, or any other game, send 'em in to Tips Bits — you could win a subscription!**

# MIDWINTER

PLAYING TIPS

## LAB AREA LEVEL ONE

Has Millennium's arcade puzzler got you in a hell of a state? If your liquid keeps going down the drain or your gas is out of control, this handy guide to the early Lab and Garden levels will make you a bouncing success!



1. Collect this Gas transformation.
2. Transform into the Liquid.
3. Collect this extra transformation.
4. Transform into the Gas.
5. Collect the Cog.
6. Float up to here for the Exit.

## LAB AREA LEVEL TWO

1. Transform into the Gas.
2. Transform into the Solid.
3. Keep entering this Heater block until you transform into the Gas.
4. Collect this extra Flexible transformation.
5. Collect this extra transformation.
6. Change into the Flexible here.
7. Collect the Cog.
8. Bounce up here for the Exit.

## LAB AREA LEVEL THREE



1. Collect the extra Gas.
2. Pick up the extra transformation.
3. Transform into the Flexible.
4. Flick this switch up once.
5. Bounce up on here.
6. Bounce off from here.
7. Collect the Cog.
8. Transform into the Gas.
9. Collect all bonuses.
10. Transform into the Flexible.
11. Fall down to here for the Exit.



## PLAYING TIPS

### LAB AREA LEVEL FOUR

1. Change into the Flexible.
2. Collect all of the bonuses.
3. Bounce to here.
4. Collect the Cog.
5. Continue on down here for the Exit.



### LAB AREA LEVEL FIVE

1. Keep entering here until you transform into the Flexible.
2. Collect the extra Gas.
3. Change to Gas.
4. Transform to Liquid.
5. Continue straight through this Freezer block.
6. Collect Cog.
7. Bounce at maximum height then leap across the flame.
8. Transform straight away into the Liquid, and keep the joystick pushed up to the right.
9. Here's the Exit.



### LAB AREA LEVEL SIX

1. Change into the Flexible.
2. Transform to Solid.
3. Collect the extra transformation.
4. Transform into the Liquid.
5. Collect the Cog.
6. Change to the Gas.
7. Change to Flexible.
8. Here's the Exit.

### GARDEN AREA LEVEL TWO



# GARDEN AREA LEVEL ONE

1. Transform into the Flexible.
2. Jump to this point.
3. Collect all these extra transformations.
4. Collect Cog.
5. Change to the Solid and destroy the wall.
6. Transform to the Liquid.
7. Change back to the Solid and break the wall without travelling above the water line. Collect extra transformation.
8. Change to the Flexible.
9. Collect all these extras.
10. Here's the Exit.

# GARDEN AREA LEVEL THREE

1. Enter here until you change to this Gas.
2. Collect the Cog.
3. Continue on straight through here.
4. Transform here into the Gas by entering this Root Element.
5. Transform into the Flexible.
6. Here's the Exit.

START HERE



Flexible



Liquid



## WOT A STATE!



Gas



Solid

More Morph tips next month. But in the meantime, many thanks to our own Milo Jackson. This is his last issue as our editorial assistant. From next month he'll be doing the image scanning for all Impact's mags, and we're sure he'll make as 'ergonomically sound' a job of it as he has with his tips and screenshots. Good luck, Milo!

## PLAYING TIPS

# flash

Pick up the Holocube, use it and observe the cinematic interlude.

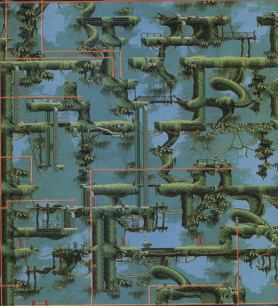
Stand on this switch. It doesn't appear to help but opens a door you encounter later on.

No matter how loudly you swear at it, the Ith insists on moving out of reach once you've moved away from the switch. However, if you drop a stone on the switch, the Ith stays down. Once you've done this, rip across and pick up the teleporter.

Remember to store your position regularly, otherwise — should you die — you have to go right back to the start.

Use the ID to open this door.

Two ever-vigilant guards and a laser turret await anyone foolish enough to go near them. However, you don't have to get yourself at risk: simply throw a stone over the edge and let their own gun do the rest...



Using the fully-charged cartridge makes an artificial bridge appear. Don't forget to shoot the robot — as soon as the walkway appears, he starts rolling toward you...

To exit this level and enter the next, simply hand over 500 credits to this cheerful old man. He, in turn, gives you a special belt attachment.

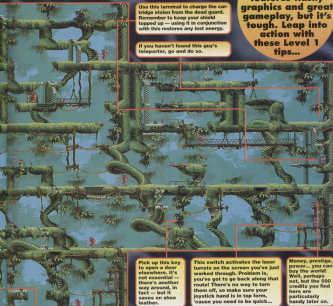
Don't touch the green stuff — it kills you outright. As long as you flick this switch and avoid the one on the floor, you'll get through.



# Flashback

## PLAYING TIPS

The best ever arcade adventure features flashy graphics and great gameplay, but it's tough. Leap into action with these Level 1 tips...



Use this terminal to charge the cartridge stolen from the dead guard. Remember to keep your shield topped up — using it in conjunction with this restores any lost energy.

If you haven't found this guy's teleporter, go and do so.

Pick up this key to open a door elsewhere. It's not essential — there's another way around, in fact — but it saves on shoe leather.

This switch activates the laser barrels on the screen you've just worked through. Problem is, you've got to go back along that route! There's no way to turn them off, so make sure your joystick hand is in top form, 'cause you need to be quick...

Money, prestige, power... you can buy the world! Well, perhaps not, but the \$60 credits you find here are particularly handy later on.

To finish, select the ball attachment and leap over the edge. Don't panic when it seems Cornell's plummeting to his death: everything turns out okay in the end. Congratulations! Let's see how you manage with Level 2...

The stages which follow require even more dexterity and brain power. We'll bring you more Flashback level guides soon, but if there's a particular problem, write in and we'll try and help.





**THE CONSUMER ELECTRONICS SHOW  
OLYMPIA 16-20 SEPTEMBER**

# IT TAKES AGES TO REACH THE END.

Check this out!

**LIVE '93**, The Consumer Electronics Show, is going to be the biggest thing to hit planet earth in years.

A million cubic metres of hi-fi, TV, video, home computers, in-car systems, cameras, camcorders, telecom, cable and satellite equipment.

And games. Plenty games, consoles and systems than you've ever seen. In fact, the biggest free games gallery in the UK designed and built just for you. Visit Impact's Forcefield Plaza for all the latest games, hints and cheats - and take part in their National Games Challenge.

Mega or what?

But there's more. Live TV and radio broadcasts, live music on stage, celebrity appearances, Home Cinema, the BT Times Tunnel, TV walls, masterclasses, competitions - you name it.

Believe us, it takes ages to reach the end.

Tickets cost £7 or £14 for two adults and three children (if you're under 16, you need to be accompanied by an adult).

Call the **LIVE '93** Hotline on 071-373 8141.



Tickets cost £7 each or £14 for a family of two adults and three children.  
(If you're under 16, you need to be accompanied by an adult.)

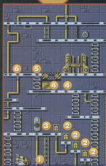
## SINK OR SWIM

It could've been a disaster. The ship was flooding with water and the extremely dim passengers were about to drown. Thankfully, heroic Kevin Codner had clued up on the life-saving procedures in this guide...

## LEVEL 9



## LEVEL 10

PASSWORD:  
TINNYBOPPERS

1. Release boat.
2. Release all three tanks.
3. Blow up this door.
4. Blow up blocks.
5. Keep hitting this switch until it's safe to cross.
6. EXIT

PASSWORD:  
MYBREAKFAST

1. Release boat.
2. Hit switch.
3. Hit switch.
4. Hit switch twice.
5. Blow up this block.
6. Hit this switch.
7. EXIT

PASSWORD:  
LOCKSALORDY

1. Keep hitting this switch to direct them safely under the crusher.
2. EXIT

## LEVEL 11



# WIM

## LEVEL 14

## PLAYING TIPS

## LEVEL 16

## LEVEL 13



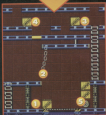
### PASSWORD: NEWMODELARMY

1. Jump over these spikes.
2. Control the block with the crane to fall at the position marked X.
3. EXIT



### PASSWORD: TIMEPIECE

1. Release as many of these tanks as possible.
2. EXIT



### PASSWORD: KILLERWHALE

1. Hit this switch once.
2. Swing across.
3. Blow up this block.
4. Blow up this block.
5. Blow up all three blocks.
6. EXIT

## LEVEL 15

### PASSWORD: LARRYNIVEN

1. Hit this switch.
2. Swing across on this swing.
3. Hit this switch.
4. Blow up the door.
5. Hit this switch.
6. EXIT



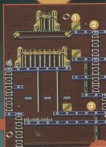
### PASSWORD: BLUEHORIZON

1. Blow up this block.
2. Hit this switch to direct the passengers over safely.
3. EXIT

## LEVEL 12

### PASSWORD: HALLOWEENVIII

1. Release the boat straight away.
2. Hit this switch.
3. Blow up this block.
4. EXIT



## LEVEL 17

## PLAYING TIPS

# Lemmings™ LIFELINE

Welcome once again to our regular readers' helpline, devoted to saving lives in Lemmings and Lemmings 2. On the latter, Peter Muscott of Devon is stuck on the fourth Beach level. It must be said, the original Lemmings level solved this month is much harder — it's the only one Nottingham's John Radford is unable to solve. As always, we can work it out.

If you're stuck on any Lemmings/Oh No! More Lemmings/Lemmings 2 level, write to: Lemmings Lifeline, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Don't forget to enclose your name and address, plus the name/number/side of the level. Sorry, we can't make personal replies.

### COASTAL SUCTION FUNCTION (Lemmings 3; Beach Level 4)

One of the first levels to utilize a special device: a long chain with a windmill above it. But however do you get all the Lemmings across? Answer: you don't need to...



Make the runner jump onto the chain (the lower, the better).

### NO ADDED COLOURS OR LEMMINGS

(Lemmings; Mayhem 20;  
Code: AKGJUNOOIQ)

Possibly one of the hardest levels in the game, this requires plenty of lateral thinking to rescue the 100% needed. Obviously you need to block the rest of the Lemmings, while the lead guy bashes through the wall and builds a bridge to the exit. It's easy enough to mine under the blocker to release all the other Lemmings, but you can't stop the miner digging through the ledge and falling down — you can make him a climber, but he can't get past that bridge! However, there is a way...



Turn the first Lemming straight into a runner, then make him jump over the ball.



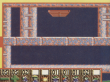
2



Turn the second Lemming into a blocker.



Make the first guy bash through the right wall.



Use the fan on the windmill to make the chain swing left/right as fast as it'll go.



Click off the fan, and click on the switch between the two areas underneath the windmill to fling the Lemming onto the right platform.

5



Hopefully, he'll fly over the liquidiser. If not, Make him jump past it (when he recovers).



3

When he's got through the wall, make him build

from the very edge of the ledge. Remember to turn up the release rate to 99.

4

When the builder's finished, he turns round and walks left. Now turn one of the trapped Lemmings into a climber.

6

The climber should lag behind the rest, but still make it past the mine, before the latter drops to the bottom level.

7

Make the last guy up top (the climber) a miner here, so he destroys the right edge of the bridge and falls down. He then climbs up the wall, past the bridge, to the exit.

## PLAYING TIPS

8

Make the last remaining Lemming a climber, so he follows.

5

Make the lead Lemming a miner here. He digs underneath the blocks, releasing all the other Lemmings.

6

The Lemming falls off the right edge of the platforms, turns round and heads for the water. When he falls in, make him a kayaker.

7

After kayaking across the water, the Lemming runs up the side of the bucket and over it.

8

Make him a laser-blaster here (not directly below the entrance), to bore a hole in the ledge above.

9

All the other Lemmings fall down the hole and head for the exit.



**Rock 'n' Roll, dudes! The Action Replay page is back, with more power pokes for all your favourite games. Take it away guys...**

## BEGINNER'S GUIDE TO POKING...

**M**ore Action Replay pokes? That's right — they said it couldn't be done, and without your help they'd be right! Thanks to Mike Longley of Gillingham, Kent, for sending in his favourite hacks.

Hopfully the *guy* will now go from strength to strength, but remember, if you don't send 'em we can't print 'em. We don't make them up, you know.

First, hit the freeze button on your Action Replay cartridge. The screen now displays a blue CLI-like offering, complete with cursor. For TFD

pokes just type it in and press RETURN — the computer then finds and displays the required decrement instruction, giving you infinite whatevers. If it's an M poke, the process is a little more complicated. Enter the code (eg M 1417) as usual. A row of two-digit hexadecimal numbers are

then displayed. Change the first to the desired value (FF being the highest) but remember, this is hex — no three-figure numbers please! The given extra lives, credits, etc. Press Return, then Esc to access the main AR screen. Finally, press X then Return to get back to the game.



## 'M' POKES

■ SPELLBOUND DIZZY	M 6468	Lives
■ 5 LIVES	M 5807	Lives (90)
■ ESCAPEFROM THE PLANET OF ROBOT MONSTERS	M 43613	Credits
■ PP HAMMER	M 12F53	Lives (FF)
■ RAINBOW ISLANDS	M E337	Lives (90)
■ DEFENDERS OF THE EARTH	M A657	Lives (90)
■ BLUES BROTHERS	M 48F49	Lives (FF) (90)
■ CAPTAIN PLANET	M C09549	Lives (90)
■ WOLFOCHILD	M EF1	Lives (90)
■ MAGIC POCKETS	M 179A	Credits (90)
■ LEANDER	M 70603	Lives (90)
■ TITUS THE FOX	M C07E19	Lives (90)
■ KID GLOVES	M 14C33	Lives (90)

## 'TFD' POKES

■ ASSASSIN	TFD C05D0C	Lives
■ ASSASSIN	TFD C05D09	Time
■ BACK TO THE FUTURE 2	TFD 18EFC	Lives
■ BATMAN	TFD 7C079	Lives
■ THE MOVIE	TFD 21A	Lives
■ BUBBLE DIZZY	TFD 6A6E	Lives
■ CRYSTAL KINGDOM DIZZY	TFD C848	Lives
■ DYNAMITE DUX	TFD 24C	Lives
■ ELF	TFD 48FEC	Lives
■ FAST FOOD	TFD 17E76	Lives
■ FLOOD	TFD 8764	Lives
■ GHOSTBUSTERS 2	TFD 224	Lives
■ GUNS	TFD 6358	Lives
■ HUSSON HAWK	TFD 180	Lives
■ JAMES BOND	TFD 540	Lives
■ JIM POWER	TFD 685A	Lives
■ KIRK SNAKE	TFD 841B	Lives
■ MEGA THING	TFD AC2E	Lives
■ NASTY SEALS	TFD 687C	Lives
■ PORTMAN PAT	TFD 11C6	Credits
■ RAINBOW ISLANDS	TFD 1734E	Lives
■ RICK DANGEROUS 2	TFD 44373	Lives
■ RICK DANGEROUS	TFD 20C29	Lives
■ TOKI	TFD 744	Energy
■ THOLLS	TFD 76A	Lives
■ THOLLS	TFD F36	Smart Bombs
■ WOLFOCHILD		

**WIN A REPLAY!**

**T**here's more to the Datal Action Replay title than just poking — it's the most comprehensive freeze/utility tool around. With it you can slow down the action using its great SloMo iniection, detect and kill viruses, save the computer's memory to disk, save out screens as IFF files (to load into D-Paint etc), and lots more besides. Unfortunately the A500 lacks the

necessary expansion port so is unable to support an Action Replay, but if you've got an A500 and haven't got an AR cart, you don't know what you're missing. Luckily, courtesy of those swifly-rice Datal ducks we've got five of them to give away! Just answer the following question...

**Who makes the best utility cartridge ever to hit the Amiga?**

Answers on a postcard to IF I DIDN'T PUT DATAL / GUY IT WRONG COMP, AMIGA FORCE, Impact Magazines, Luttrell, Shropshire ST19 1JW. Make sure your entry arrives before August 15.

**FIVE ACTION REPLAY CARTS MUST BE WON!**



# TIPS BITS

## PLAYING TIPS

Greetings, tips seekers and providers! Welcome once again to Tips Bits, now in its own special section above the cheat cards. If you're stuck on any game, simply write in and — if the A-Team can't help you — other readers may be able to offer enlightenment. If you've got any answers to queries raised here, or any great new tips, please do send them in.

The best tipster each month wins a 12-month subscription (if you already have one, we'll simply lengthen it!). All the other tipsters' names go into a hat and the one drawn out also wins a subscription. So get writing to: **TIPS BITS, AMIGA FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.**

### SUPERFROG

**Q** Hello Phil, here's the first 12 level codes for Superfrog. Hope they help someone.

234944	584448	582344
747822	477844	081332
300822	745822	467464
440384	582311	818234

**John C Adams, Antfield, Merseyside**

**A** Thanks for supplying those super tips, John.

### ELF

**Q** I'm stuck on *Elf* I followed our instruction in your first edition and they helped me a lot, but now I can't get past Level 8. I have given the

Man who is making the machine everything I've collected, but he gives me nothing in return. Likewise, the Dragon when I give it the Bone.

Please could you help me.

**Kathy Hewlett, Arden Vale, London**

**A** Sorry Kathy, we the word the help of the National Elf Service! Surely someone out there knows the answer — please let us know.

### LURE OF THE TEMPTRESS

**Q** Please help me! I have been playing *Lure Of The Temptress* for months, and I can't find the Flax that I need for the potion to change me into *Sensha*.

**L Clepp, Beeston, Nottingham**

**A** I have been playing *Lure Of The Temptress* for about two years. I can't get into the dragon's den. Could anyone help?  
**Mr M McCabe, Rillwilling, Seaford**

# CUT OUT CHEAT!

STILL SEARCHING THROUGH OLD MAGS FOR THOSE CHEATS YOU NEED NOW? — CUT IT OUT! 'COZ THAT'S JUST WHAT YOU CAN DO WITH THESE HARDY CHEAT CARDS! SO GET SNIPPING!

### back to the future 3



### battle squadron



### big run



### body blows



### chip's challenge



### corporation



### cover girl poker



### dash attack



### dynamite dux



## PLAYING TIPS

■ I'm in Tiddly House (Lane Of The Temptress). When I use the Tiddlybox on the Apparatus (Tip Box, Issue 3) nothing happens. I don't have a Flash — where is it and what is the Tap?

I only seem to last in Tiddly House for ten seconds before the Start games in and before my brains out. Please give me the solution before I beat my own brains out.

**Mike Eggleston, Windmill Walk, London**

■ Are there any Temptress fans (or Tempresses) out there with the answers? A full solution would be even more welcome.

### TURRICAN 2 ■ ELITE



■ I am writing to ask about the cheat for Turrican 2 (given by Kevin Downings) in issue 6.

I had heard of this cheat before, but when trying it again I found it didn't work. I own the budget version of Turrican 2 (Klax) and the reason the cheat doesn't work is that the full-price version of

the game has a different music selection setup. Does anybody know of any cheats to work on the budget version? I'd be really very grateful for an answer.

I would also like to know why the Elite cheat printed in the Cut-Out TV Cheat section doesn't work. What am I doing wrong? I own an Amiga 500.

**Nick Welch, Panshanger, North**

■ Well, can anyone help with the budget version of Turrican 2? As for the Elite cheat, it should work on any Amiga. However, on some versions you have to type in SUDANUS instead of SARA when asked for the password in the manual. You then enter the correct password and, during play, press + on the keypad (A500 owners can press Help instead). On the cheat screen, changing the byte values has various effects. Many thanks to John Stuart Jones of Barnack-on-Thames for providing this comprehensive list. He wins a subscription for being our 'Tipster Of The Month'.

Byte to change	New Value	Effect
05	Random	Takes you to a new planet

0F	Random	Takes you to a new planet
10	Random	Takes you to a new planet
11	Random	Takes you to a new planet
12	Random	Takes you to a new planet
13	Random	Takes you to a new planet
14	Random	Takes you to a new planet
15	Random	Takes you to a new planet
16	FF	Loads cash
19	Random	Takes you to a new planet
1F	45	7 light years of fuel (the game crashes if a higher value is entered)
21	04 to 06	Up to 50 minutes (not shown on screen)
23	04	Large cargo bay
26	04	ECM system
27	0F	All pipes lasers
28	0F	All beam lasers
2A	04	Fuel scoop

### back to the future 3

#### ALTERNATIVE

Type the following during the pre-level story for Infy lives...

Level 1 —

**ROTTEN CHEAT**

Level 2 —

**LOUSY CHEAT**

Level 3 —

**LOW DOWN CHEAT**



**You may notice a slight change this month — yes, the cheat cards have become more compact! Not only does this save space and thus helps the environment (erm, I think), but the extra space provided by this miniaturisation enables Tips Bits to get its own section at last. So you see, size isn't everything!**

### chip's challenge

#### US GOLD

Start the game as normal and press F. The screen then flips — type SAGITTARIANS MAKE BETTER LOVERS, for Infy objects, 09812327 for Infy time, and I THINK THEREFORE I AM, to escape before collecting all the chips (don't forget the fuel stops). Press G to access the next level and F to return to the game.

### body blows

#### TEAM 17

With a joystick in each port, pull Joystick One to the left and Joystick Two to the right for about six seconds. This calls up the cheat screen.

### big run

#### STEAM

Pause the game and move the joystick Left, Right, Down, Up, Up, Left, Down, Right, centring it each time. The screen then flickers, and you've got Infy credits.

### battle squadron

#### TTM

Type **ELECTRONIC** to enable you to customise your ship using the function keys.

### dynamite dux

#### VERBON

Type **CHEAT**

on the title screen for Infy lives, press 1-6 to access levels, and for a funny effect type **NUDE**

### dalek attack

#### ALTERNATIVE

To get to the next level, type one of the following while playing:

London to Paris —

**SAY OF RECKONING**

Paris to New York —

**THE SLATYER**

New York to Tokyo —

**TRICOLOR COFFER SHOP**

Tokyo to Sarno —

**DS GAMMA 2 ALPHA**

### cover girl poker

#### SALEO CURVE

To get the girls to strip, play the game — the computer opponents are crap, if you're even crappier, though, just type **DANGEROUSSEVENVEILS** during the game. You said individual!

### corporation

#### COOL BUSINESS

When controlling a human player, click on the head on the damage indicator. A spaceship will be destroyed. Click up to three times on each eye for various effects.

The first eye indicates the strength of the effect: 1 — weak, 2 — medium, 3 — strong. The second eye indicates the effect on you: 1 — Good, 2 — Bad. The third indicates distance: 1 — On you, 2 — Near you, 3 — Far away from you.

Click on the arrow combinations to cast the spell.

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01 Escape capsule  
01 Energy bomb  
01 Energy unit  
01 Docking computers  
01 Galactic hyperspace  
01 All mining lasers  
01 All military lasers  
01 Astro rockets  
Random Food  
Random Textiles  
Random Radioactives  
Random Slaves  
Random Liquor/Wine  
Random Luxuries  
Random Narcotics  
Random Computers  
Random Machinery  
Random Alloys  
Random Firearms  
Random Furs  
Random Minerals  
Random Gold  
Random Platinum  
Random Gemstones  
Random Alien items  
01 You are clean  
01 You are a fugitive

91 00  
01  
62 Random  
63 Points  
64 Random  
65 Points  
66 Random  
67 00 to 07

9F 10, 20, 31,  
40, 50, 60

You are clean  
You are an  
offender  
Points  
Points  
Points  
Points  
Combat rating:  
00 = harmless,  
07 = elite  
Six available missions.  
To obtain one, type in  
while docked, then  
launch and immediately  
retask.

Note: For bytes 27, 29, 37 and 38...  
value 01 = only front weapon, 02 = rear, 04 =  
left, 08 = right. Add the numbers to obtain any  
combination (0F = the lot).  
Sometimes the amount of commodities will be  
shown as 00g. This simply means the amount is  
too high for the computer to display. Don't worry,  
it's still worth a vast amount of money when  
sold.  
To see how many points you have, press W  
when in space.

## PLAYING TIPS

### BART VS THE SPACE MUTANTS ■ FIRE & ICE

**Q** I am writing to tell Brendan O'Callaghan how to win the head of Jonathan Springfield on Bart Vs The Space Mutants. Go into the shop and buy the rockets. When you get to the station, move back along the pavement until about the third crack in the pavement and fire a rocket. If it goes miss, and goes too high, move forward. If it's too low, move backwards. This is the same for the windows of the old people's home.  
■ To defeat Mr Lazenby, who asked for some tips on Fire & Ice... On the second level, on the first ice after the caves, jump up and shoot left when you reach the top. Jump onto the platform that appears and shoot right. Then jump onto that platform and shoot left. Carry on doing this until there are no blocks appearing.  
Now jump up and you should get a warp to the last level of the ice zone. On this level,



## PLAYING TIPS

Now if anyone else does, they'd be a really good egg!

instead of going up the hill to the big boss, go into the cave. When you get near the end of the cave, jump up and shoot. A platform appears — jump onto it, and then jump up again. You should get a warp.

**Thomas Bennett, Thorpe St Andrew, Norfolk**

■ Great tip, Thomas. Thanks on behalf of the readers you helped.

## SPELLBOUND DIZZY ■ MAGICLAND DIZZY

**Qa** ■ Help! First Spellbound Dizzy: do you know where the tippers are?  
■ Now Magicland Dizzy: do you know which could you jump on to get past the volcano?

**Kevin Serrisford, Huxton, Works**

■ Sorry, Ray, but we don't know the answers.

## NINJA REMIX ■ WOLFCHILD ■ MYTH ■ SHADOW DANCER ■ SHADOW OF THE BEAST 3

**Qa** ■ I have some problems on a few games. On Ninja Remix, can you tell me how to pick up the things (eg sword, key, money) please?

■ Could you give me the cheats for Wolfchild, Myth and Shadow Dancer?

■ And about Shadow Of The Beast 3, could you print the parrot about the film on level 4?

**Robert Gussel, Birckhams, Malta**

■ You don't ask for much, do you Rob? Picking things up on Ninja Remix is a bit tricky: you must ensure your hands touch the item as you crouch, otherwise you won't collect it.

On WOLFCHILD type SOULPSYCHEDELICIDE

on the title screen for infinite extends. Type THE PERFECT KISS for infinite ammo.

On Shadow Dancer, pause the game and type GIVE ME INFINITES for my lives. We don't know a MYN cheat — does anyone else?

As for Shadow Of The Beast 3, do other readers want more tips? If so, we'll do some but you must let us know, so get writing!

## CRUISE FOR A CORPSE

**Qa** ■ A couple of people have written in with full solutions to Daphne's Cruise For A Corpse, to help out Mrs Brown and her daughter (Issue 6). Thanks to Craig Pinn of Melksham and Rachel Bush of Kings Lynn, who points out that not everything happens in a set order, so if you get stuck do one of the other things first. If you really get stuck, let us know and we'll try and sort everything and anything. The solution...

Take the piece of paper from the floor and smooth it out. Then read it. Go to the bar and show the paper to the barman. Take the book he gives you and examine it. Take the letter

### gazza 2

**SECRET**

During the game, hit Esc while you're ahead to blow the final whistle. Holding fire lifts the ball into the air — do this from the centre circle to score every time.

### fernandez must die

**UNDISCOVERED**

Pause the game and type SPINYNORMAN for infy shots at the enemy.

### fantasy world dizzy

**UNDISCOVERED**

Type IMMORTAL on the high-score table to access the cheat mode.

### 119 stealth fighter

**SECRET**

Press Alt and M to get the lines on the Head Up Display. Turn the plane upside down, switch off the engines and keep the altitude at 10. You can now climb without losing fuel.

### ikari warriors

**SECRET**

Type FREERIDE on the high-scores table for infinite energy.

### hydra

**UNDISCOVERED**

Type KILLKILLKILL during play to activate the hidden cheat mode. Hit F to return your fuel to maximum and Return to cycle through your weapons.

### the great giana sisters

**BARROW ARTS**

Hold keys A, R, M, I, N to access the next level.

### ghosts 'n' goblins

**SECRET**

On the high-scores table type (I) to kill collision detection.

### lotus esprit turbo challenge

**OWN GOLD**

Enter the players' names as MONSTER and SEVENTEEN for a bonus game.

### karate kid 2

**UNDISCOVERED**

Type MYAGI on the high-score table, then press P to skip levels.

### international rugby challenge

**UNDISCOVERED**

When in the lead, pause the game. The action stops, but the timer doesn't — let the time expire and you've won.

### impossamole

**UNDISCOVERED**

On the high score table, try the following: LAMBDA — Doubles Morfy's energy bar HEND — Three energy bars AMPLIFY — Turn up fire energy GARDEN — Can walk on water COMMAND — Only time

from the book and read it.

Now take a look around the ship so you can find out where everything is and speak to every character about everything. Visit the father's (Jules') room and examine his suitcase. Go to the dining room and give the book back to the waiter. Now go around the ship asking everyone about the river and his gambling.

Go back to the dining room and pick up the paper from the floor. When you read it, it turns out to be a receipt for a diamond bracelet. Ask everyone about the receipt and bracelet. Go back to your room. Your roommate, Julio, should have gone. He will have left a key behind which you should take.

Go to the study where the murder took place. Using the key, unlock the roll-top desk. Inside is a bracelet. Examine the bracelet and its clasp. Take it and read the note with it. Ask everyone about the note and the bracelet. Then go to the rear hall. Talk to Dick about everything you have learned so far.

Go to the dining room where there's a drawer. Open this and you'll find some wedding invitations; examine and take them. Then ask everyone about them. Go to the

upper deck and watch Tom and Rebecca kissing. The time should be 10:50. Go to Hector's room and ask him about everyone and everything. Talk to everyone apart from Tom and Rebecca and ask about Tom's ambition and his plot with Rebecca.

Go to the laundry room and search inside the basket. You'll find a lipstick. On examining the pockets you'll find a necklace. Open the necklace and look at the picture. Ask everyone about the necklace. The picture is of Agnes.

Go to Sepina's room and search her wardrobe. Take the prescription from her cosmetic case and read it. Then go and ask Dick about Agnes. Go to the bar and take the glass and the bottle of whisky. Speak to Suzanne and give her a drink. Ask about the prescription. Agnes is dead and the will.

Open to the river and see about Agnes and her son. The river will have a flashback. Go to Rebecca's cabin and look through her portfolio. Go to Daphne's cabin and search the laundry in her wardrobe. Take the envelope and read it. Then go back to Rebecca's cabin and ask her about everything. Go to the upper deck and ask her

## PLAYING TIPS

about everything.

Go to the river's cabin and take the watch from his wardrobe, and examine it. Ask Julio, who is outside the river's cabin, about the watch. He will then have a flashback. The time should be 1:30pm.

Go and see Hector in the study. Then speak to the vicar and Daphne.

Go to the bar and ask Suzanne about Mercedes. Then ask everyone about Mercedes. Go to Daphne's cabin and ask her about everyone. Ask Suzanne about Rose and their side heater about everything. Go to the upper deck and you will find Rose's basket. Search the basket and read the paper clipping about guns. The time should be 2:00pm.

Ask Rose about the clipping and about Tom's love of guns and about Mercedes. It should be 2:10pm. Go to Tom's cabin. Open his wardrobe and search the sheets. You should find a letter. Read it. It should now be 2:20pm.

Go to the upper deck to find Suzanne falling

### magic pockets



### metal masters



### midwinter 2



### narc



### ork



### rome ad92



### rome ad92



### rome ad92



### rome ad92



### silkworm



### wwf wrestlemania



### zoo



## PLAYING TIPS 4.10pm

into the sea. Click on the left Mobell and press on 'filing' to save her. Observe the guard rail. Suzanne will now tell you her suspicions and give you a letter. She'll then send you to her room. When you get there, it has been searched. It should be 3.10pm.

Observe the music box and open it. Then examine it (3.20pm). Go to the laundry room and search the pot to find a small key. Go to Suzanne's cabin and insert the key into the music box whilst blocking the figure. A secret drawer will open with a sheet of paper inside. Take it and read it.

Ask Petecola about the gun advert and Ross's revenge. Then go to Suzanne in the bar. You will be called away to use Petecola's freedom. Talk with a gun. Take Dagmar's handbag and return it to her. Ask her about Agnes's will for a flashback (4.00pm).

Go to Petecola's cabin and she'll tell her suspicions to you. Go to Dagmar's cabin. Go to Ross's cabin (so you enter the screen with her sitting on the left) then walk to the star's cabin (the one on the right). The time should be

Talk to Dick about everything. Go to your cabin and take the note and read it (4.20pm). Go to Hector's cabin and hear his last words before he dies.

Go to the kitchen. Take the tin opener and then go down. Take the crowbar and use it on the case. Use the opener on a tin. Use the crowbar on the plank to find the missing reel of film. Go outside Hector's room and take the screwdriver (5.00pm).

Go to the smoking lounge. Put the reel of film into the projector. Use the screwdriver on the screen to remove the hood. Press the button and put the hood on again. Now operate the projector (5.10pm).

Go to the rear hall where Dagmar will give you a note. It should be 5.20pm.

Go to Suzanne's cabin and observe her corpse (5.30pm). Go to the captain's cabin and take Harbord's book (5.40pm). Go to the study and examine the books. Rearrange them so they spell out 'last'. This causes a secret door to open. It should be 6.00pm. Enter the secret passage where you will be attacked (left, left mouse button makes you duck, right button makes you punch).

Search the Mafia man and take the doll. It should be 6.20pm.

Go to the smoking lounge and show the doll to Dagmar for a flashback sequence. All the character's will be seated in front of you. Point to Dick, then watch the end sequence. Congratulations, you have finished the game.

## TIPS WINNERS!

This issue's Tipster Of The Month, who gets a year's subscription to **AMIGA FORCE**, is—

■ John Stuart Swan, Darwich-on-Tweed TD15 3NY

All the other senders of tips printed (either in Tips Bits or Out Out W' Cheats) were put in a hat and the one drawn out also receives a subscription. The lucky winner is—

■ John C Adams, Anfield, Merseyside LS14 3UJ

### narc THE HIT MAN

At the beginning, go right until you get to the first dustbin. Shoot it until it turns blue for infly lives.

### midwinter 2 JANUARIAN

To gain control of the islands, you only need take nine of them — LOBOS, MOOLA, CAMARGO, MAKAT, DHAFIA, GHAZAL, DJOUM, SATARA, SIKASSO. Take them in any order.

### metal masters ROBOMASTER

Simply press F4 to freeze your opponent. That'll immobilise them so you can do the dirty on them!

### magic pockets CRACKERS

When you lose your last life, hold fire — the game restarts, but your score doesn't reset. After 100,000 points you become superpowered.

### rome ad92 JULIANUS

Effects codes — hold Alt and type the following: **ROME — TWO**

520 — Win level	526 — Start
521 — Lose level	527 — Start
522 — Win cash	528 — Start
523 — Lose cash	529 — Start
524 — Win level	530 — Start
525 — Lose level	531 — Start
526 — Win cash	532 — Start
527 — Lose cash	533 — Start
528 — Win level	534 — Start
529 — Lose level	535 — Start
530 — Win cash	536 — Start
531 — Lose cash	537 — Start
532 — Win level	538 — Start
533 — Lose level	539 — Start
534 — Win cash	540 — Start
535 — Lose cash	541 — Start
536 — Win level	542 — Start
537 — Lose level	543 — Start
538 — Win cash	544 — Start
539 — Lose cash	545 — Start
540 — Win level	546 — Start
541 — Lose level	547 — Start
542 — Win cash	548 — Start
543 — Lose cash	549 — Start
544 — Win level	550 — Start
545 — Lose level	551 — Start
546 — Win cash	552 — Start
547 — Lose cash	553 — Start
548 — Win level	554 — Start
549 — Lose level	555 — Start
550 — Win cash	556 — Start
551 — Lose cash	557 — Start
552 — Win level	558 — Start
553 — Lose level	559 — Start
554 — Win cash	560 — Start
555 — Lose cash	561 — Start
556 — Win level	562 — Start
557 — Lose level	563 — Start
558 — Win cash	564 — Start
559 — Lose cash	565 — Start
560 — Win level	566 — Start
561 — Lose level	567 — Start
562 — Win cash	568 — Start
563 — Lose cash	569 — Start
564 — Win level	570 — Start
565 — Lose level	571 — Start
566 — Win cash	572 — Start
567 — Lose cash	573 — Start
568 — Win level	574 — Start
569 — Lose level	575 — Start
570 — Win cash	576 — Start
571 — Lose cash	577 — Start
572 — Win level	578 — Start
573 — Lose level	579 — Start
574 — Win cash	580 — Start
575 — Lose cash	581 — Start
576 — Win level	582 — Start
577 — Lose level	583 — Start
578 — Win cash	584 — Start
579 — Lose cash	585 — Start
580 — Win level	586 — Start
581 — Lose level	587 — Start
582 — Win cash	588 — Start
583 — Lose cash	589 — Start
584 — Win level	590 — Start
585 — Lose level	591 — Start
586 — Win cash	592 — Start
587 — Lose cash	593 — Start
588 — Win level	594 — Start
589 — Lose level	595 — Start
590 — Win cash	596 — Start
591 — Lose cash	597 — Start
592 — Win level	598 — Start
593 — Lose level	599 — Start
594 — Win cash	600 — Start
595 — Lose cash	601 — Start
596 — Win level	602 — Start
597 — Lose level	603 — Start
598 — Win cash	604 — Start
599 — Lose cash	605 — Start
600 — Win level	606 — Start
601 — Lose level	607 — Start
602 — Win cash	608 — Start
603 — Lose cash	609 — Start
604 — Win level	610 — Start
605 — Lose level	611 — Start
606 — Win cash	612 — Start
607 — Lose cash	613 — Start
608 — Win level	614 — Start
609 — Lose level	615 — Start
610 — Win cash	616 — Start
611 — Lose cash	617 — Start
612 — Win level	618 — Start
613 — Lose level	619 — Start
614 — Win cash	620 — Start
615 — Lose cash	621 — Start
616 — Win level	622 — Start
617 — Lose level	623 — Start
618 — Win cash	624 — Start
619 — Lose cash	625 — Start
620 — Win level	626 — Start
621 — Lose level	627 — Start
622 — Win cash	628 — Start
623 — Lose cash	629 — Start
624 — Win level	630 — Start
625 — Lose level	631 — Start
626 — Win cash	632 — Start
627 — Lose cash	633 — Start
628 — Win level	634 — Start
629 — Lose level	635 — Start
630 — Win cash	636 — Start
631 — Lose cash	637 — Start
632 — Win level	638 — Start
633 — Lose level	639 — Start
634 — Win cash	640 — Start
635 — Lose cash	641 — Start
636 — Win level	642 — Start
637 — Lose level	643 — Start
638 — Win cash	644 — Start
639 — Lose cash	645 — Start
640 — Win level	646 — Start
641 — Lose level	647 — Start
642 — Win cash	648 — Start
643 — Lose cash	649 — Start
644 — Win level	650 — Start
645 — Lose level	651 — Start
646 — Win cash	652 — Start
647 — Lose cash	653 — Start
648 — Win level	654 — Start
649 — Lose level	655 — Start
650 — Win cash	656 — Start
651 — Lose cash	657 — Start
652 — Win level	658 — Start
653 — Lose level	659 — Start
654 — Win cash	660 — Start
655 — Lose cash	661 — Start
656 — Win level	662 — Start
657 — Lose level	663 — Start
658 — Win cash	664 — Start
659 — Lose cash	665 — Start
660 — Win level	666 — Start
661 — Lose level	667 — Start
662 — Win cash	668 — Start
663 — Lose cash	669 — Start
664 — Win level	670 — Start
665 — Lose level	671 — Start
666 — Win cash	672 — Start
667 — Lose cash	673 — Start
668 — Win level	674 — Start
669 — Lose level	675 — Start
670 — Win cash	676 — Start
671 — Lose cash	677 — Start
672 — Win level	678 — Start
673 — Lose level	679 — Start
674 — Win cash	680 — Start
675 — Lose cash	681 — Start
676 — Win level	682 — Start
677 — Lose level	683 — Start
678 — Win cash	684 — Start
679 — Lose cash	685 — Start
680 — Win level	686 — Start
681 — Lose level	687 — Start
682 — Win cash	688 — Start
683 — Lose cash	689 — Start
684 — Win level	690 — Start
685 — Lose level	691 — Start
686 — Win cash	692 — Start
687 — Lose cash	693 — Start
688 — Win level	694 — Start
689 — Lose level	695 — Start
690 — Win cash	696 — Start
691 — Lose cash	697 — Start
692 — Win level	698 — Start
693 — Lose level	699 — Start
694 — Win cash	700 — Start
695 — Lose cash	701 — Start
696 — Win level	702 — Start
697 — Lose level	703 — Start
698 — Win cash	704 — Start
699 — Lose cash	705 — Start
700 — Win level	706 — Start
701 — Lose level	707 — Start
702 — Win cash	708 — Start
703 — Lose cash	709 — Start
704 — Win level	710 — Start
705 — Lose level	711 — Start
706 — Win cash	712 — Start
707 — Lose cash	713 — Start
708 — Win level	714 — Start
709 — Lose level	715 — Start
710 — Win cash	716 — Start
711 — Lose cash	717 — Start
712 — Win level	718 — Start
713 — Lose level	719 — Start
714 — Win cash	720 — Start
715 — Lose cash	721 — Start
716 — Win level	722 — Start
717 — Lose level	723 — Start
718 — Win cash	724 — Start
719 — Lose cash	725 — Start
720 — Win level	726 — Start
721 — Lose level	727 — Start
722 — Win cash	728 — Start
723 — Lose cash	729 — Start
724 — Win level	730 — Start
725 — Lose level	731 — Start
726 — Win cash	732 — Start
727 — Lose cash	733 — Start
728 — Win level	734 — Start
729 — Lose level	735 — Start
730 — Win cash	736 — Start
731 — Lose cash	737 — Start
732 — Win level	738 — Start
733 — Lose level	739 — Start
734 — Win cash	740 — Start
735 — Lose cash	741 — Start
736 — Win level	742 — Start
737 — Lose level	743 — Start
738 — Win cash	744 — Start
739 — Lose cash	745 — Start
740 — Win level	746 — Start
741 — Lose level	747 — Start
742 — Win cash	748 — Start
743 — Lose cash	749 — Start
744 — Win level	750 — Start
745 — Lose level	751 — Start
746 — Win cash	752 — Start
747 — Lose cash	753 — Start
748 — Win level	754 — Start
749 — Lose level	755 — Start
750 — Win cash	756 — Start
751 — Lose cash	757 — Start
752 — Win level	758 — Start
753 — Lose level	759 — Start
754 — Win cash	760 — Start
755 — Lose cash	761 — Start
756 — Win level	762 — Start
757 — Lose level	763 — Start
758 — Win cash	764 — Start
759 — Lose cash	765 — Start
760 — Win level	766 — Start
761 — Lose level	767 — Start
762 — Win cash	768 — Start
763 — Lose cash	769 — Start
764 — Win level	770 — Start
765 — Lose level	771 — Start
766 — Win cash	772 — Start
767 — Lose cash	773 — Start
768 — Win level	774 — Start
769 — Lose level	775 — Start
770 — Win cash	776 — Start
771 — Lose cash	777 — Start
772 — Win level	778 — Start
773 — Lose level	779 — Start
774 — Win cash	780 — Start
775 — Lose cash	781 — Start
776 — Win level	782 — Start
777 — Lose level	783 — Start
778 — Win cash	784 — Start
779 — Lose cash	785 — Start
780 — Win level	786 — Start
781 — Lose level	787 — Start
782 — Win cash	788 — Start
783 — Lose cash	789 — Start
784 — Win level	790 — Start
785 — Lose level	791 — Start
786 — Win cash	792 — Start
787 — Lose cash	793 — Start
788 — Win level	794 — Start
789 — Lose level	795 — Start
790 — Win cash	796 — Start
791 — Lose cash	797 — Start
792 — Win level	798 — Start
793 — Lose level	799 — Start
794 — Win cash	800 — Start
795 — Lose cash	801 — Start
796 — Win level	802 — Start
797 — Lose level	803 — Start
798 — Win cash	804 — Start
799 — Lose cash	805 — Start
800 — Win level	806 — Start
801 — Lose level	807 — Start
802 — Win cash	808 — Start
803 — Lose cash	809 — Start
804 — Win level	810 — Start
805 — Lose level	811 — Start
806 — Win cash	812 — Start
807 — Lose cash	813 — Start
808 — Win level	814 — Start
809 — Lose level	815 — Start
810 — Win cash	816 — Start
811 — Lose cash	817 — Start
812 — Win level	818 — Start
813 — Lose level	819 — Start
814 — Win cash	820 — Start
815 — Lose cash	821 — Start
816 — Win level	822 — Start
817 — Lose level	823 — Start
818 — Win cash	824 — Start
819 — Lose cash	825 — Start
820 — Win level	826 — Start
821 — Lose level	827 — Start
822 — Win cash	828 — Start
823 — Lose cash	829 — Start
824 — Win level	830 — Start
825 — Lose level	831 — Start
826 — Win cash	832 — Start
827 — Lose cash	833 — Start
828 — Win level	834 — Start
829 — Lose level	835 — Start
830 — Win cash	836 — Start
831 — Lose cash	837 — Start
832 — Win level	838 — Start
833 — Lose level	839 — Start
834 — Win cash	840 — Start
835 — Lose cash	841 — Start
836 — Win level	842 — Start
837 — Lose level	843 — Start
838 — Win cash	844 — Start
839 — Lose cash	845 — Start
840 — Win level	846 — Start
841 — Lose level	847 — Start
842 — Win cash	848 — Start
843 — Lose cash	849 — Start
844 — Win level	850 — Start
845 — Lose level	851 — Start
846 — Win cash	852 — Start
847 — Lose cash	853 — Start
848 — Win level	854 — Start
849 — Lose level	855 — Start
850 — Win cash	856 — Start
851 — Lose cash	857 — Start
852 — Win level	858 — Start
853 — Lose level	859 — Start
854 — Win cash	860 — Start
855 — Lose cash	861 — Start
856 — Win level	862 — Start
857 — Lose level	863 — Start
858 — Win cash	864 — Start
859 — Lose cash	865 — Start
860 — Win level	866 — Start
861 — Lose level	867 — Start
862 — Win cash	868 — Start
863 — Lose cash	869 — Start
864 — Win level	870 — Start
865 — Lose level	871 — Start
866 — Win cash	872 — Start
867 — Lose cash	873 — Start

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## LOTUS ESPRIT TURBO CHALLENGE

■ Even more playable than its two clatter sequels, this is the two-player driving game. The rollercoaster 3-D action is superb. The competition furious, as you bump and barge past the computer cars and into each other on obstacle-strewn tracks.



## THREEBIES!

### SWITCHBLADE

■ A cracking arcade adventure with the hero punching and kicking badmen galore as he searches for the fragments of a mythical sword. The innovation of showing unexplored areas as well as removing the risk of backtracking in the extensive underground levels.



### MANIX

■ A souped-up variation of the classic Q-Bert coin-op, this has you jumping around the isometric 3-D blocks to change their colour, requiring a combination of quick thinking and arcade reflexes.



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■ I want to join the rapidly growing AMIGA FORCE army. I understand I must be of sound mind and prefer purely games reviews and tips — and no techies' babble. I don't have an attitude problem and I can't wait to get my hands on the explosion equipment every gamer needs. That's 12 issues of AMIGA FORCE, please!

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NEXT MONTH

# FORTHCOMING ATTRACTIONS

## REVOLUTION REVISITED

Ahem. You may have been scoring this issue for the 'revolutionary games-testing technique' promised last month. Unfortunately an opportunity to use it didn't arise, mainly due to the sheer amount of finished software that flooded in for review. The new technique, to be known as a 'Playtest', will enable us to evaluate nearly finished games without actually reviewing and rating them. That way we won't be breaking our promise to you not to review unfinished games, but we will be able to fill you in on new releases before they reach the shelves.

## IN NEXT MONTH'S AMIGA FORCE...

### THINK AGAIN, AGAIN!

■ Due to the packed nature of this issue, we couldn't manage to fit in our promised roundup of the best non-military strategy games. This will now appear next month, so get your grey matter ready for some brain-bending action.

### MICROPROSE SPECIAL

■ We infiltrate the top-secret HQ of the MicroProse organisation to bring you blueprints of their latest military projects. But don't tell anyone... *whoooo!*

### JURASSIC PARK

■ It's big, it's hungry, it's going to eat you up and spit you out! We bring you a sneak preview of Ocean's game, and hopefully a behind-the-scenes look at the film, including interviews with the stars!

**amiga  
FORCE**

**SPECIAL  
RESERVE!**

Dear Mr Newsagent,

Hi! Just dropping a quick line to say AMIGA FORCE is the magazine for me. After all, could any other magazine compare? I mean, look at those features, reviews, playing tips — what a Amigagastastic affair it is! So...

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■ Crack Synclastic with our gangster's guide, leap ahead with more Flashback tips, and perfect your piloting with our *Loar Vikings* maps.

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FORCE  
ISSUE 9 ON  
SALE 12  
AUGUST!**





COMING  
SOON

1869

WHALE'S VOYAGE

SURE

RELEASE AUGUST 12



ASM HIT



PC  
JOKER



DISCOVER THE ASIAN PLAYERS OF THE JEWEL CURSE, WITH YOUR OWN EYES AND YOUR OWN HANDS. BY STORMING ASIAN THIEF HOLEY PUPIL, LEARN TO TELL FRIEND FROM FOE. AS YOU TRY TO SURVIVE THINGS WITH YOUR MERCHANTS, THE COMPETITION CAN BE TERRIBLE, BUT THE REWARDS ARE GREAT. AS YOU STRIVE TO FINANCIALLY SECURE YOUR RACE.

THE AGE OF THE GREAT CLIPPING AND THE STRUGGLE FOR SURVIVAL. BASED ON THE LEGENDARY SIMULATION OF THE STEAM SHIP, ACCURATE HISTORICAL SIMULATIONS OF THE PERIOD BETWEEN 1864 AND 1869, INCLUDING MAJOR EVENTS SUCH AS THE AMERICAN CIVIL WAR, REVOLUTION AND THE OPENING OF THE SUEZ CANAL.

FLAIR  
S.O.F.T.W.A.R.E

EVERYTHING WE DO - IS PLAYED BY YOU